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YC

C64 C128

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- Crackdown
- Ferrari Formula One
- Powerboat USA
- Knights of Legend
- Weird Dreams
- After the War

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TREBLE *Champions*

STUNNINGLY REALISTIC STRATEGY GAME

Can YOU Win the League Championship, The F.A. Cup and the League Cup?

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contents



YC

May 1990
(On sale April 6)

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Cover by Cam Smith

Bored... Bored... Bored... Bored... BORED!!! Is there no ACTION around at the moment? I suppose that there IS Crackdown, P-47, Cyberball, Knights of Legend, and bugs in Pumpy's Beard, but it's not enough for a cool swanky games dude like myself – I need thrills every second of the day. And so do you!

THAT'S why you buy YC!!! Either that or you're rather partial to spam.

By the way, all of you who thought that your copy of YC last list was faulty (i.e., the Scratch and Sniff pads all smelled of paper and ink!) bwah! Ha! Ha! April Fool! I suppose you think that elephants are green and that Ashley looks like Kylie Minogue (no silly comments, please).

And so another epic YC unfolds before you and it has more excitement contained in 76 pages than Bernard Manning has belly button fluff (and that's a HUGE amount of fluff).

I'd also like to take this opportunity to welcome two new members of the Dream Team. Jim Bluck is the deputy editor of Video Today, and he'll be writing our new film watsit thingy, and Paul Rigby hosts a new column in which he reports from all around the globe (this starts next month).

There's another little fellow too who you may spot around the magazine. His name is 'Snot' and (for all those who do not remember), he was the 'star' of Computer Gamer magazine – RIP! Having discovered him asleep in one of our files he's agreed to reappear (on the grounds that we find him some new clothes).

Yours,
Rik Henderson

YC FUN 1

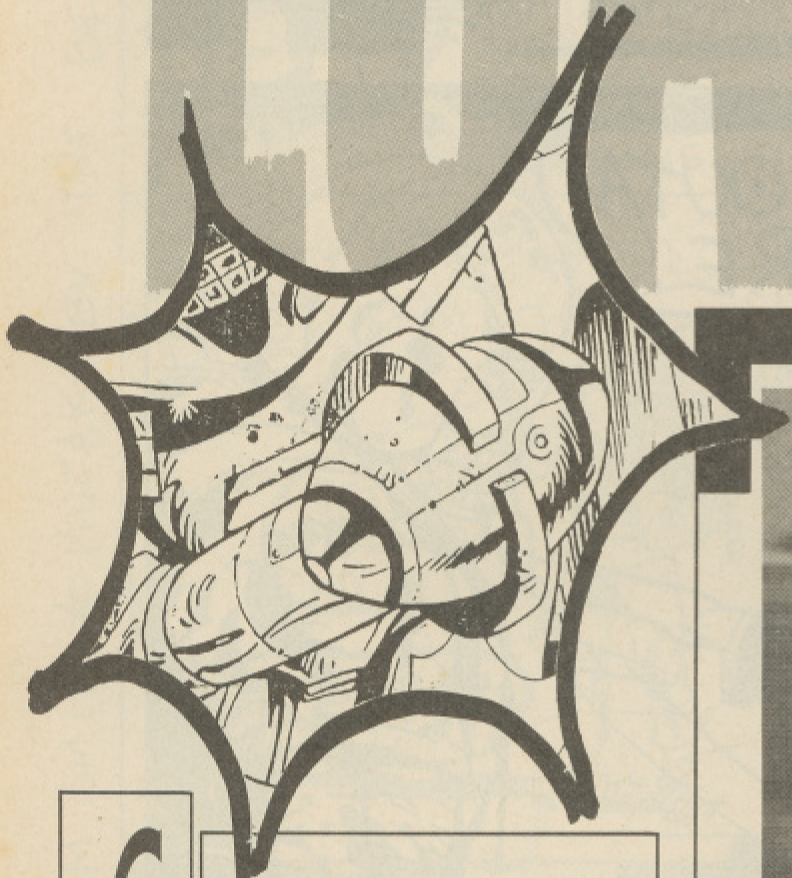


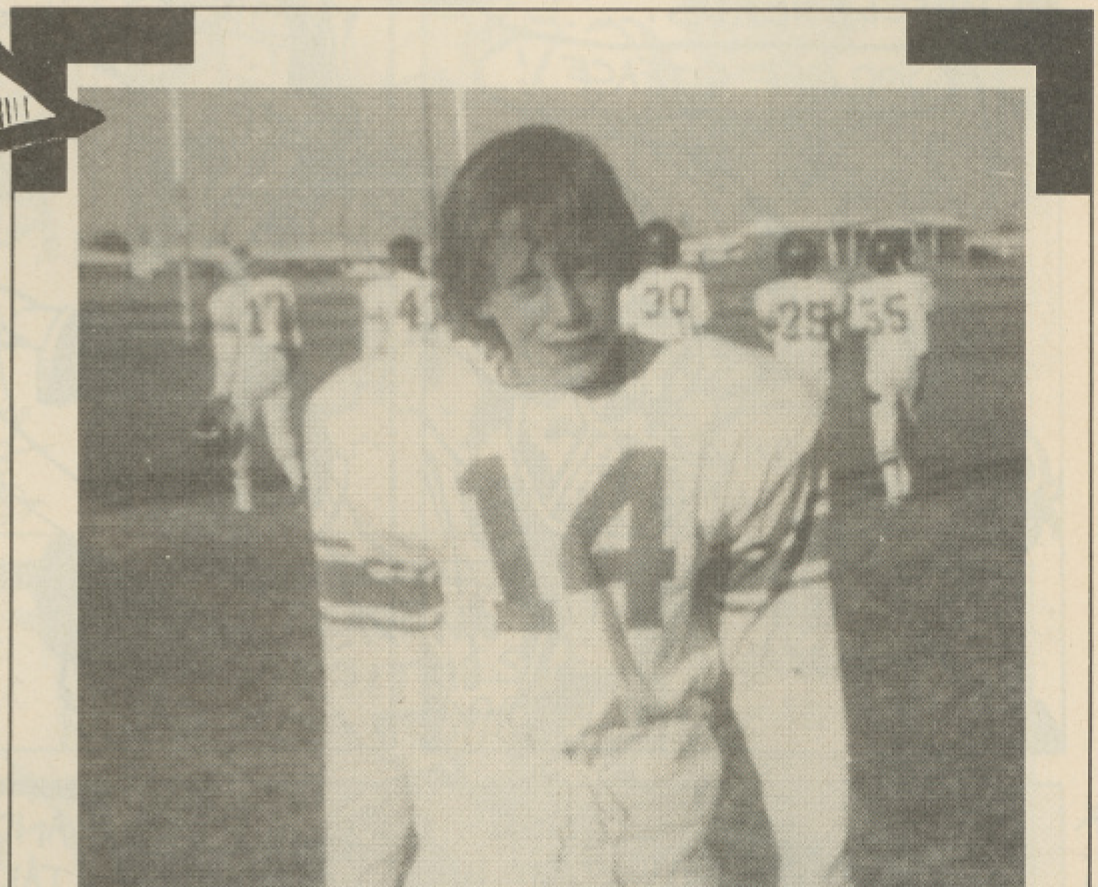
WRITTEN BY RIK HENDERSON ☆ DRAWN BY CAM SMITH ☆ MUZAK BY THE BELOVED ☆




PHWEEEP!!!
YOU CAN'T KILL MILLIONS OF DOLLARS WORTH OF MUSCLEHEADS...
SOD OFF GITFACE!!
YOU'RE OUTA HERE!
REMEMBER KIDZ, DON'T TRY THIS AT HOME! ☆
GULP!
SODDIN' GITZ RECKON THEY'RE IN CHARGE!
I WONDER WHAT AN "OUTA HERE" IS
AND THE MORAL OF THIS TALE IS: NEVER SEND A FIERY MAN TO AN EARLY BATH!!!
NEXT: ☆ MORE VIOLENCE

LOADS OF BALLS





Get your mitts on those big American balls with this splendiforous Domark Cyberball competition. To win one of the ten full size American footballs all you have to do is answer these three simple questions (thinking up hard ones is beyond us).

Which of the following kitchen appliances is William Perry better known as?

1) The Blender
2) The Fridge
3) The Gas Stove

What is the maximum number of players an American football team can have on the pitch at any one time?

1) 11
2) Less than 16
3) 3

What does an American football resemble?

1) An egg
2) A large sausage
3) A pineapple

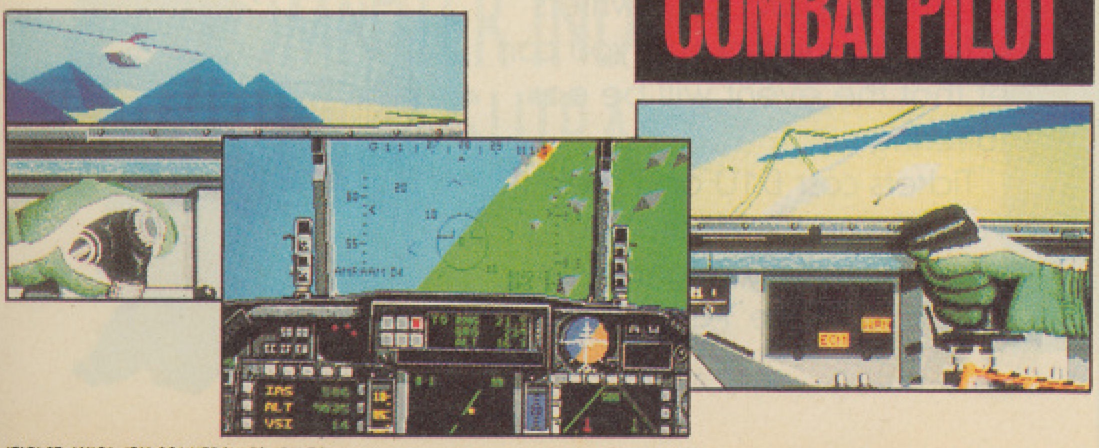


I'm primed for action as my F-16 leaves the runway. This time my mission is to destroy a battalion of tanks. Suddenly, threat warning – interceptors closing fast! I quickly select dogfight mode and arm a Sidewinder. We both fire at the same time – chaff and a high-g turn out manoeuvres his missile. A loud explosion tells me he's not so lucky.

F-16 COMBAT PILOT

Flying fast and low, I turn my F-16 towards my target. Time to switch on the ground radar and arm the laser-guided Mavericks. I fire six missiles in quick succession, Lantirn automatically locking on to each tank. With flak bursting around me I dive for cover and head for home. Approaching base, I contact the tower and request a talkdown for my night landing.

Order your F-16 Combat Pilot now, simply telephone (0276) 684959 quoting VISA or ACCESS credit card number, name and address.



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DATA



Alternative embarks on a steamy hot relationship with its latest licensing deal. Yep, Thomas the Tank Engine has signed away his pixelation rights, and he'll appear on a computer near you soon. The Fat Controller will have to go on a diet though, as there may not be enough room in the memory to contain his flabby sprite.

Thomas will be yours for good for the paltry sum of £2.99. Altogether now "We love Ringo! We love Ringo!"

THE MiDi Music Show

The Midi Music Show, at the Novotel, Hammersmith on 7th and 8th of April, is one of the largest, funkiest, loudest shows of the year.

It'll have everything that an aspiring stock, lock and barrel would need to launch their teeny bop career off to a flying start. There'll be quest appearances from top performers, producers, writers and programmers and you can bet that the event will be ear shattering.

Tickets cost £10 and are available on the door. You never know, you might even meet one of the YC lads! Coo!





Spot the Spam – can you spot the spam in the picture below?



pam is the registered trademark of a quality chopped meat product. Spam is manufactured under licence by Newforge Foods From Geo. A. Hormel & Co.

Spam is a lovely addition to any meal. In a recent test, by the YC team, it has been decided that a good old thumbs-up must go to Newforge Foods Limited for presenting us with a product that is both nutritional, and fun! Fun! Fun!

Containing a minimum 90% of pork, there is no slacking on its taste value, and we rue the day that a vegetarian version of Spam is introduced. If you feel your meals need a little bit of 'spicing' up try a Spam fritter, or perhaps just plain slices, they'll not only brighten up your plate, but also your day!



THE COMPUTER INDUSTRY KARMA SUTRA

No. 7

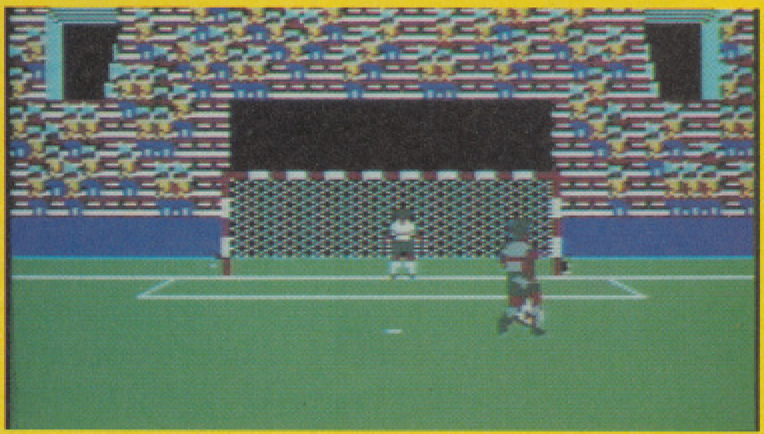
Er... I think this says it all really?

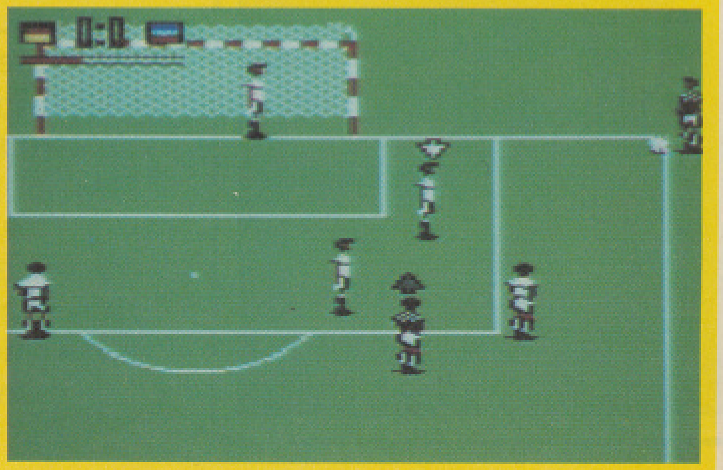
"It's the World Cup this summer, ain't it?". Yeh, let's do a totally original game to coincide with it!". "What's that then?". "Death Bike Ninjas with a bad case of Piles!". "Nah, never work. I've got a better idea, let's release a FOOTBALL game!". "Yeh, let's!".

The above is a rough estimation of what may have been said during a Virgin Games meeting not too long ago. So in order to follow the rest of the pack, Virgin has its pending release, World Cup Soccer '90.

Being a conversion of the arcade game with the same name, it'll be ready (with nasal hairs crossed) by May, and released around then. Does it feature anything different from the rest of them? Nah, not really!

By the way, you all know that Virgin is also developing Monty Python, Golden Axe and Viz, don't you?





DATA



Turrican – Reviewed next issue and one of the hottest releases to come our way from Rainbow Arts

THE CUT OUT AND KEEP DEF GUIDE TO FOOTWEAR



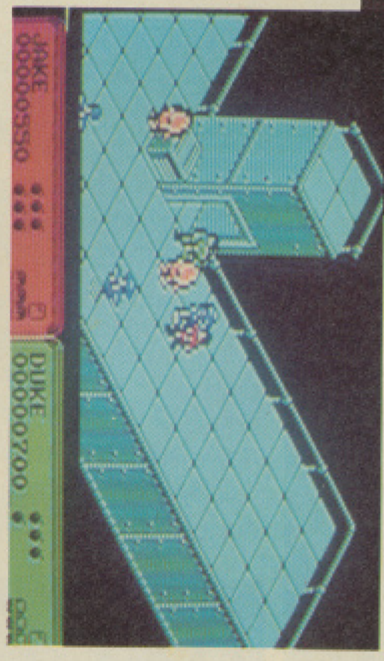
Ashley – sweet and gentle!



▲ Who's the spamhead in the middle?



Mark – [illegible]



◀ Escape from the planet of the Doms!





Rik – [illegible] and offensive!



Adrian – Er... Yes... Erm!

Domark is on the brink of being so funky that its staff will explode. Escape From the Planet of the Robot Monsters and Klax are two completely radical games on the Tengen label that are to come our way so soon that they may arrived before you have been born.

As we all know, the Tengen label is devoted to conversions of Atari coin-ops, and Escape From the Planet of the Robot Monsters is no exception. It's almost as ludicrous as its title as you run around on the surface of Planet X blasting all sorts of robots, who are controlled by the evil (with a capital Eve) Reptilons. The Reptilons have but one task, to destroy Earth (blimey, crikes!). You must stop them in a simultaneous two player kind of like game.

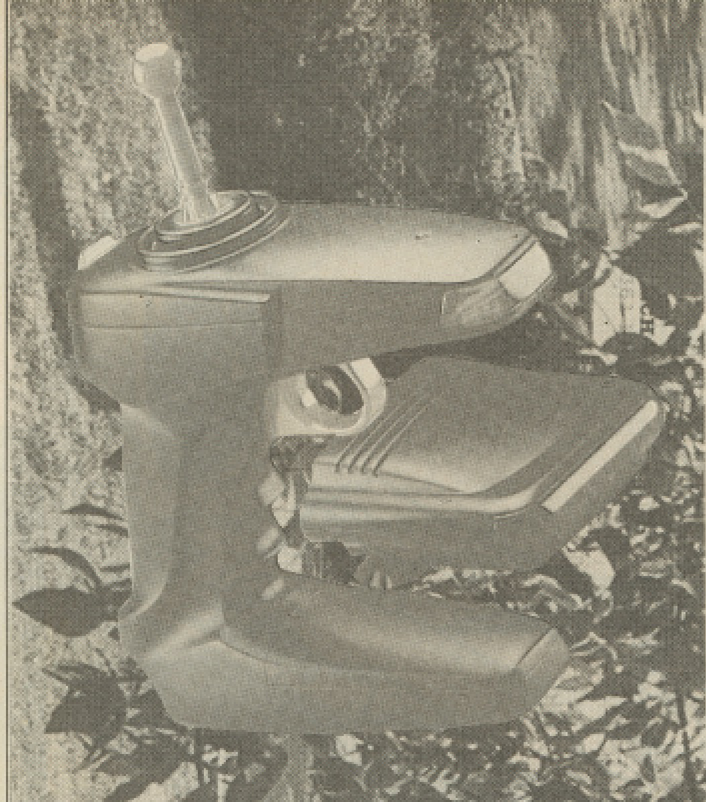
Klax is not as stupid as its name suggests, being a rather more serious puzzling type of game. It is being released at the same time as its arcade counterpart (a first as far as we know) and it has been described as a sort-of Tetris with chunky bits.

Both games will retail for around £9.99 Cass, £14.99 Disk.

THE INCREDIBLY FUNKY SPEAKEASY CHART – TOP 30 COMICS

1. Legends of the Dark Kinght (4)
2. Batman 444 (DC)
3. Sandman 13 (DC)
4. Amazing Spider-Man 330 (Marvel)
5. X-Factor 51 (Marvel)
6. West Coast Avengers 56 (Marvel)
7. X-Men 258 (Marvel)
8. Fantastic Four 337 (Marvel)
9. Detective 611 (DC)
10. X-Men (Marvel)
11. Aliens Vol 2 No 1 (Dark Horse)
12. Justice League Europe 11 (DC)
13. Wolverine 21 (Marvine)
14. Avengers 315 (Marvel)
15. 2000 A.D. 661 (Fleetway)
16. Swamp Thing 92 (DC)
17. 2000 A.D. 661 (Fleetway)
18. Doom Patrol 29 (DC)
19. 2000 A.D. 663 (Fleetway)
20. 2000 A.D. 662 (Fleetway)
21. Punisher War Journal 15 (Marvel)
22. New Mutants 87 (Marvel)
23. Crisis 35 (Fleetway)
24. Wolverine 22 (Marvel)
25. Hellblazer 26 (DC)
26. Punisher 30 (DC)
27. Daredevil 277 (Marvel)
28. Crisis 36 (Fleetway)
29. Spectacular Spider-Man 161 (Marvel)
30. Excalib ur 19 (Marvel)

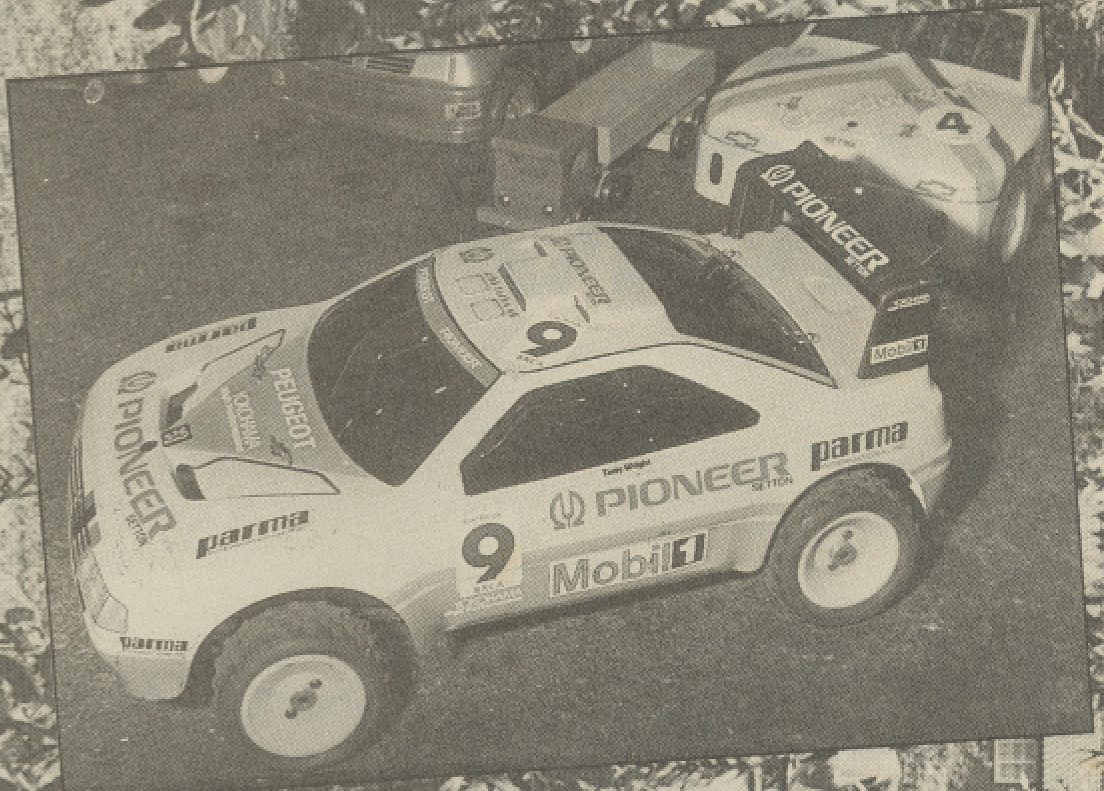
Chart supplied by SPEAKEASY – The Organ of the Comics World, from information supplied by Comic Shops Nationwide.



There's a new IR infrared joystick in town and it's big and chunky!

Spectravideo has launched the latest in a line of joysticks that no longer require a wire to keep it moving. You can wave it in the air and even act like Stone Roses.

At the price of £39.95 it may be out of the price range of most, but who cares when it looks as funky as this!



Yep, it's a buggy! What relevance does it have? Bugger All!

One company that is working like complete buggery is Accolade who has a lorra lorra releases on the way (not all of them are sound).

The Cycles is about something or other that I can't quite remember at the moment, but we're assured that there's lots of speed, fumes, and girls involved – sounds like a warehouse party to me. Hardball II is the sequel to, wait for it, Hardball and is mostly more of the same sort of basebally type of thang, although with better graphics and extensions and things.

Powerboat USA is a simulation of high speed Superboat racing. Can you zip through the waves in order to win a race? Would you want to bother? Would you throw your guts up over the side?

But the piece de resistance is certainly Bar Games, a simulation of the sorts of things that grown-ups like to do in pubs? Like hell, c'mon who goes to a pub to play liar's dice, beer sliding, or ride a mechanical bull? Not me matey, I'm off on a lager frenzieeee!!! (The wet T-shirt contest sounds good though).



Who is this gorgeous girly? Nope, we don't know either!



CHILLER

Virgin Mastertronic – YC March

POKE 22957,173 – Unlimited energy

SYS 50758 – To start the game

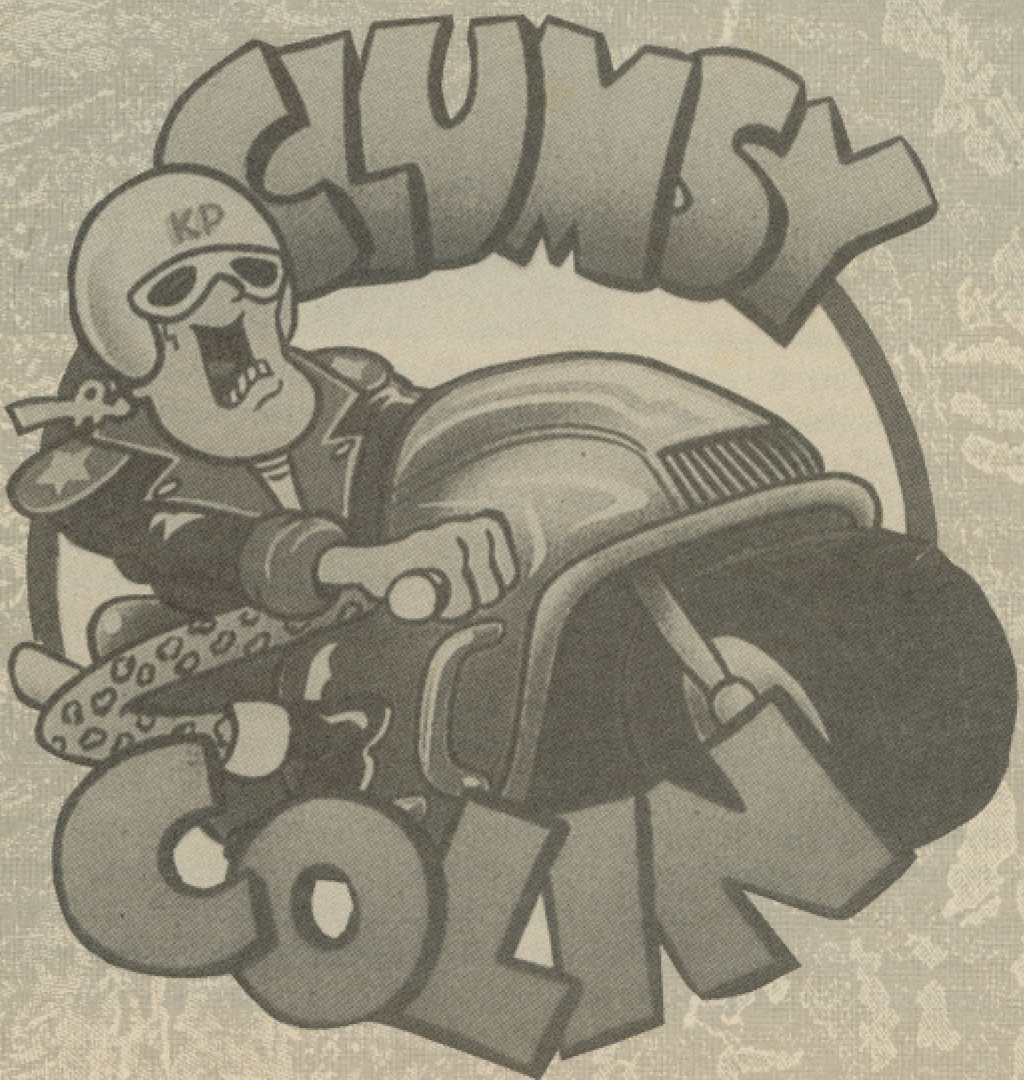


HACKATAK

WITH KIRK RUTTER

Captain Kirk beams down some really funky tips for people stuck in a jam.

Welcome to yet another gameblasting instalment of Hackatak. No doubt some of you have had trouble with the games given away free on the magazine cover? Well worry not, most of them have had the Hackatak treatment, not to mention, of course, some of the latest games. Well, stop reading this crappy intro and get poking (this is a family magazine – Ed).



ACTION BIKER

Virgin Mastertronic – YC March

POKE 19287,47 – Unlimited lives

SYS 13313 – To start the game

FINDERS KEEPERS

Virgin Mastertronic – YC Jan

POKE 29787,76 : POKE 29788,96 :
POKE 29789, 116 – Ultra Lives

SYS 49152 – To get funky

NINJA

Virgin Mastertronic – YC Feb

No Pokes I'm afraid, just a map and a few tips. The first level is wrap-around so keep track of where you are. To complete the game you will need six idols, when you have the sixth idol go to The Chamber (you cannot enter here until you have all six), and take the last idol. To finish the game (make sure you have 7 idols), go to the starting screen and gasp in awe at the end-of-game message.



THUGS

These are no problem, two high kicks or throwing stars will kill them.

KARAKETAS

Be very careful with these guys, their energy goes down very slowly. The best way to deal with these nasties is to throw all your stars at them and if possible pick them up again and throw them back, if you can't do that a couple of flying kicks will do.

NINJAS

Nasty, very nasty. Whatever you do do not throw stars at them as they will only throw them back at you. A flying kick is the best way to dispatch any Ninja.

TUSKER

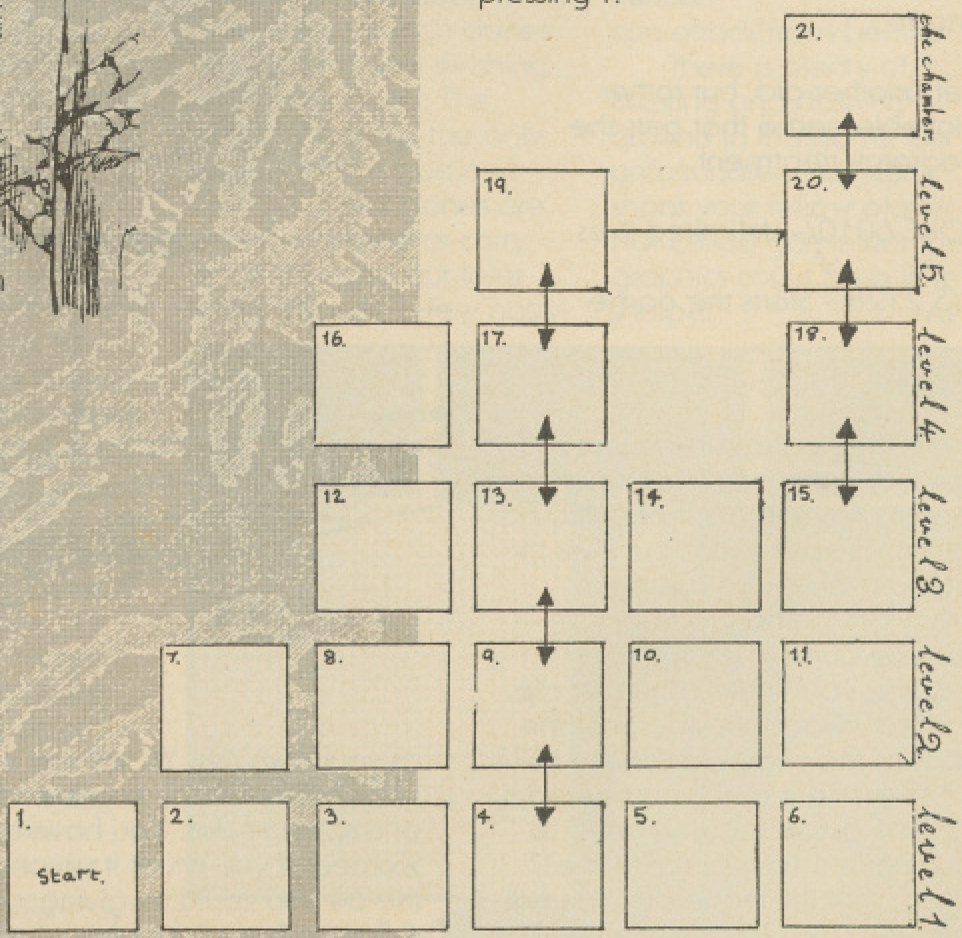
System 3

A very handy little cheat this, although I have not had the chance to try it out. At the start of any level walk right to the next screen position yourself at the bottom of the screen, whip a joystick in port 1 and press fire. You should now appear on the last screen of that level with all the objects you need!

CHASE HQ

Ocean

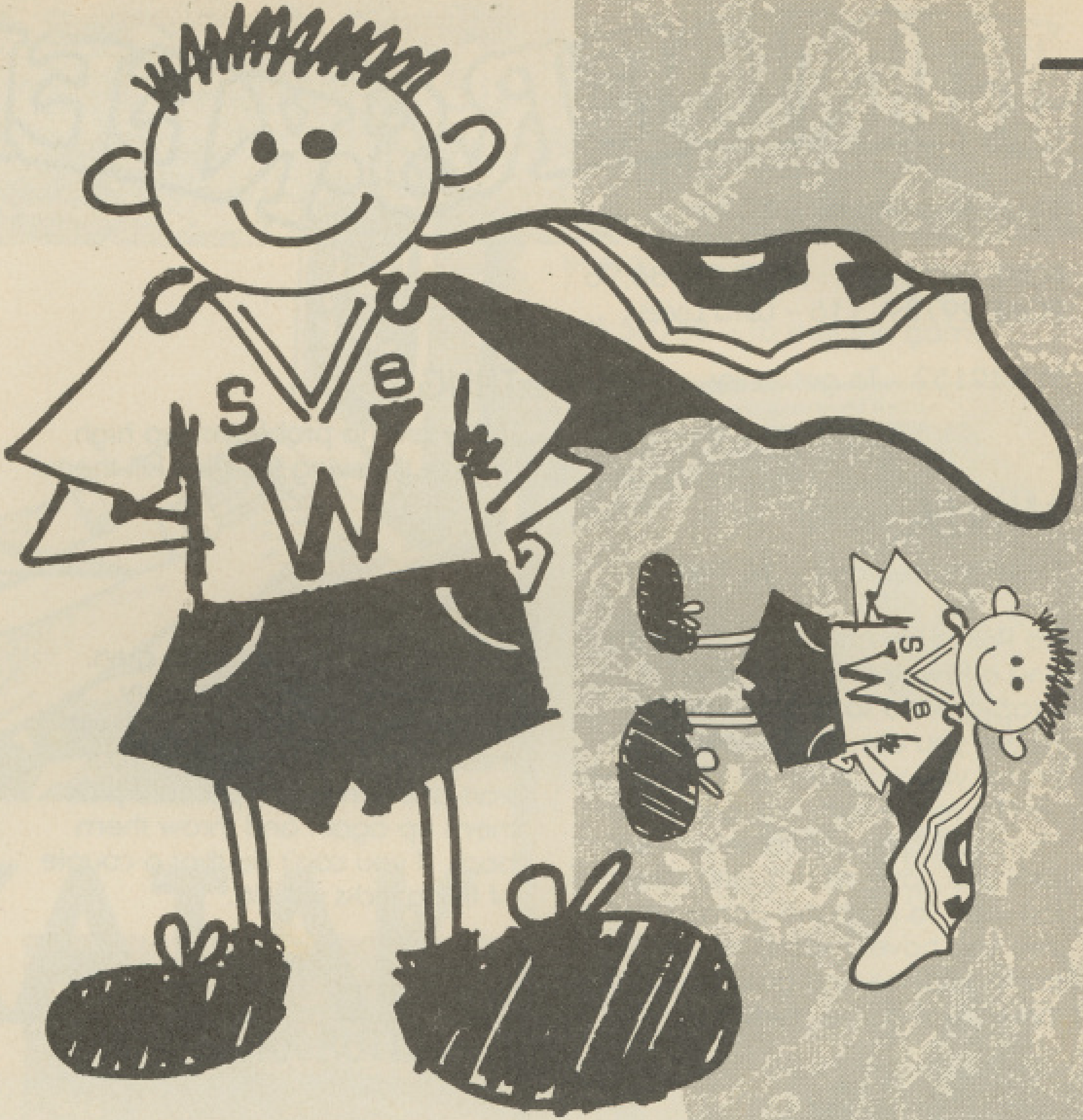
Start the game, hold down the fire button and type GROWLER. You can now reset the time by pressing T.



SUPER WONDERBOY

Activision

Yes, I know we pulled this game to bits last issue but I've found a nice little cheat. Locate the door that hides the end of level nasty (using last month's definitive description) and stand in front of it, release a bomb, fireball or whatever and hit the SPACE BAR. Once inside, the nasty will die leaving you free to collect the spondoolics.



MONTY ON THE RUN

Kixx

This game is a classic, re-released for under a fiver. If you don't have it, get it now! If you do and get a high score, enter your name as I WANT TO CHEAT to go into cheat mode. Easy!

SPACE HARRIER

Encore

Yet another old, but rather playable game that gets the Hackatak treatment.

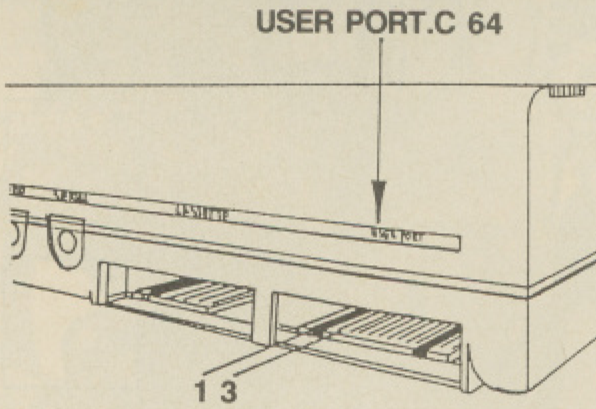
POKE 6010 – Unlimited lives

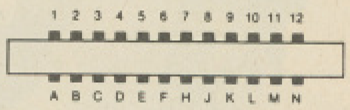
SYS 2128 – Starts the game

User I/O

Pin	Type	Note
1	GND	
2	+5V	MAX. 100 mA
3	RESET	
4	CNT1	
5	SP1	
6	CNT2	
7	SP2	
8	PC2	
9	SER. ATN IN	
10	9 VAC	MAX. 100 mA
11	9 VAC	MAX. 100 mA
12	GND	

Pin	Type	Note
A	GND	
B	FLAG2	
C	PB0	
D	PB1	
E	PB2	
F	PB3	
H	PB4	
J	PB5	
K	PB6	
L	PB7	
M	PA2	
N	GND	



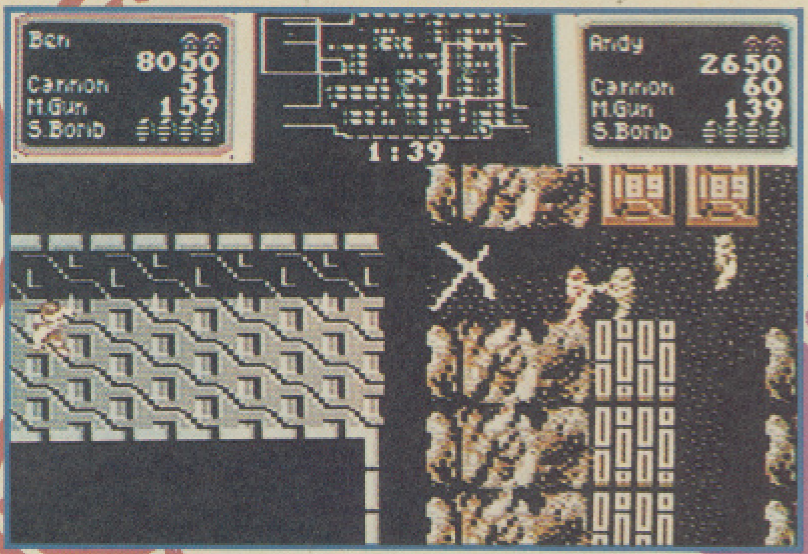


There are, as I'm sure you've noticed, quite a few reset pokes this month. Anyone out there who has not got a reset switch but likes to take a chance can use the following method to reset the humble C64.

First, you'll need a paper clip, got that? Good, now look at the back of the computer for the USER PORT. Inside is a PCB numbered 1-12 (see diagram), you need to touch pins 1 & 3 (at the same time), with the paperclip. This will reset the C64. This is done however as your own risk. YC will not be responsible for any knackered C64s or crispy hair-dos. You have been warned. If you muck it up and kill the 64 you could try giving it a new 1.5 amp fuse. A big thanx to my brother Jack Rutter for the great artwork.

Well that's it for another month. Tune in next month with all your (working!) C64s. This is Kirk Rutter saying goodbye. Goodbyeeee!

CRACKDOWN



▲ It would be said perhaps, if you were Jim Davidson, that this game is a-maze-ing!

The night is oozing spam and Dr K spends yet another busy evening in the office. With a drop of embryonic fluid and yet more spam the doctor creates the ultimate warrior by the truck load. The secret service frown upon these antics and in you go as Andy and Ben (sound like estate agents and what could be more deadly).

Split screen action as the two players search our vulnerable places in the Dr's complex to plant their bombs. If only one player is active only half the screen is used. Although this may seem a little limiting, two players tend to cause a little confusion as you dash to a bomb site to plant a bomb to find it occupied by the other player's bomb. Apart from this minor grumble two players make light work of the killer clones.

Armed with a rocket launcher, machine gun and a limited number of smart bomb grenades you battle your way through the sixteen maze like levels. When the rocket launcher runs out of ammo you automatically switch to the machine gun but the grenades can be used at any time. Extra ammunition can be collected on route but you often have to blast a few baddies to get it. Collecting the ammo is important as you start the next level with your remaining ammo.

A small radar display at the top of the screen shows the layout of the level with a box indicating the area you are in. This display shows the locations of all objects, ammo and villains and the crosses which mark where you must place the bombs. By watching the radar during play you can prevent those nasty surprises incurred when running around a corner into a gun toting clone.

Plant all three bombs within the time limit and you can find yourself dashing for the nearest exit before detonation and death. As the levels progress the complexity of the maze increases. At first you find yourself running around a few large buildings but before long you are crossing bridges spanning toxic laden rivers or running through clones filled rooms with swishing automatic doors. The landscape is not the only feature of the game to change. Initial clones are either unarmed or carry small fire arms but later levels provide a few nasty surprises. Around level five the exit is surrounded by a suspiciously clear area. As you run for home beefy looking clones appear with rocket launchers.

If you're expecting an attack around the next corner you have two options. You can come out blasting and hope for the best or you can hug the walls. Hugging walls is effective but you still have to deal with the clone, although by hugging the wall and passing the enemy you can attack from behind.

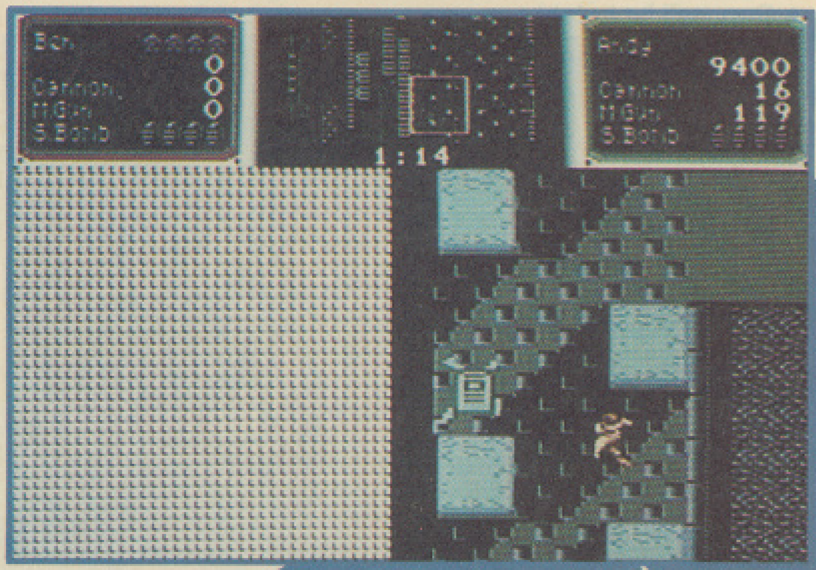
There is plenty of blasting and dashing around in this game but unfortunately you can't shoot your fellow player. Not a bad game but the graphics could be a little sharper.

AP

Supplier: U.S. Gold
Price: £9.99 cass £14.99 disk



Ben and Andy give little girls candy!



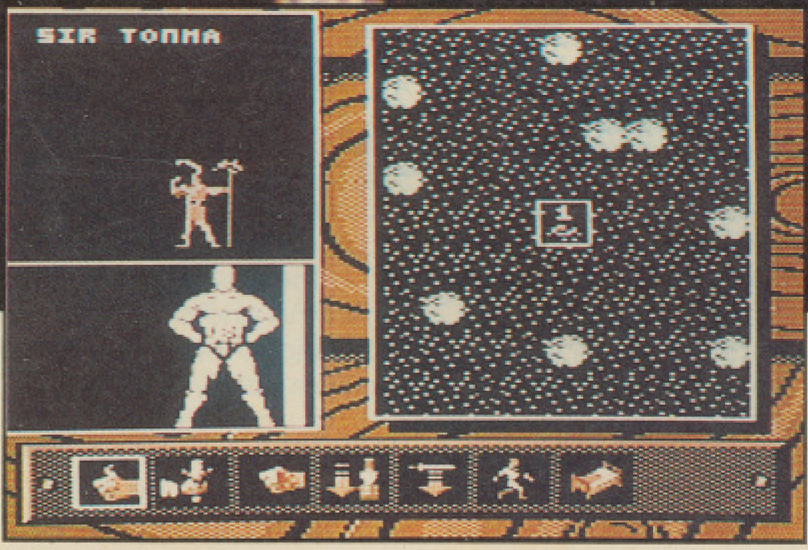
▲ Life in the FBI is not easy. It's just as well that you're not in the FBI.

Supplier: Origin
Price: £19.99 Disk

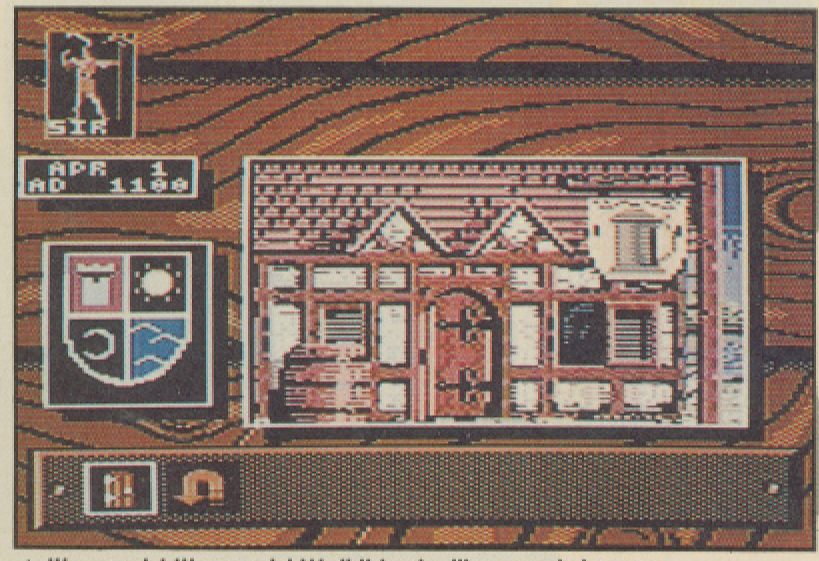
YC FUN ★1

KNIGHTS of LEGEND.





▲ Coo, isn't he butch!



▲ It's a pub! It's a pub! Well it looks like a pub to me.



Legends tell of a brave few who would risk everything for the tear in a fair maid's eye. Or the chance to put one in her eye... heroes (or anti-heroes) are truly the stuff that myths are made of and songs sung about. Origin's latest role playing epic lets you put together a fighting force to combine powers of good or evil as you see fit. Under the rather loose title of the Knights of Legend you can control up to six characters to explore the sprawling realm of Ashtalarea.

Knights of Legend has a few advantages over other roleplaying epic type games. For one, you can have up to sixteen characters on your saved disk at any one time. Any of these, from one to six of them, can be bought into the world at any time you wish. Thus, you'll be able to draft in your 12th level wizard to lend a hand if things get too tough for your fifth level warrior troop. The variable number of players is useful for those who like a challenge; just try completing the game with one player only.

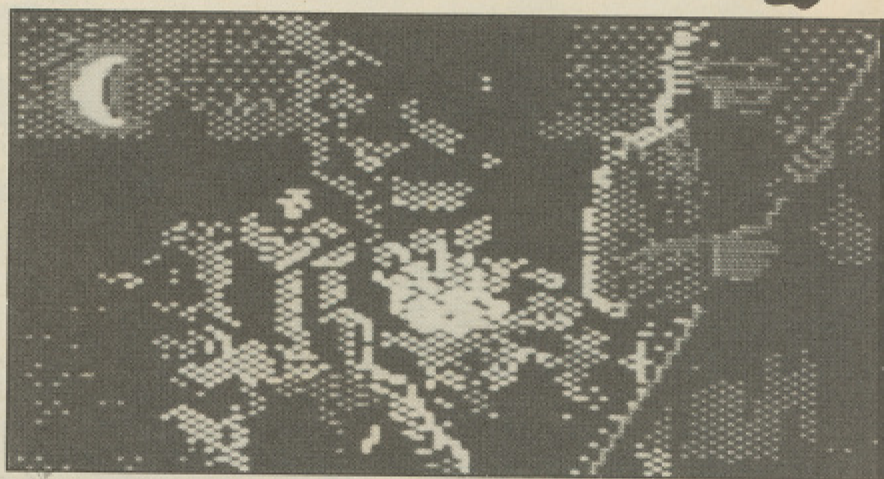
The game is beautifully produced. The box is very heavy, and it's hardly surprising when you open it up and look inside. There's a 150-page book which fully explains

anything you ever wanted to know about the game. There are comprehensive details about spellcasting; combat is fully broken down into the various steps to take; the history of the world is presented in Saga form; and a breakdown of the various races, classes and their powers. Also inside are the four – yes, four – games disks, and you'll need a blank disk for your characters too.

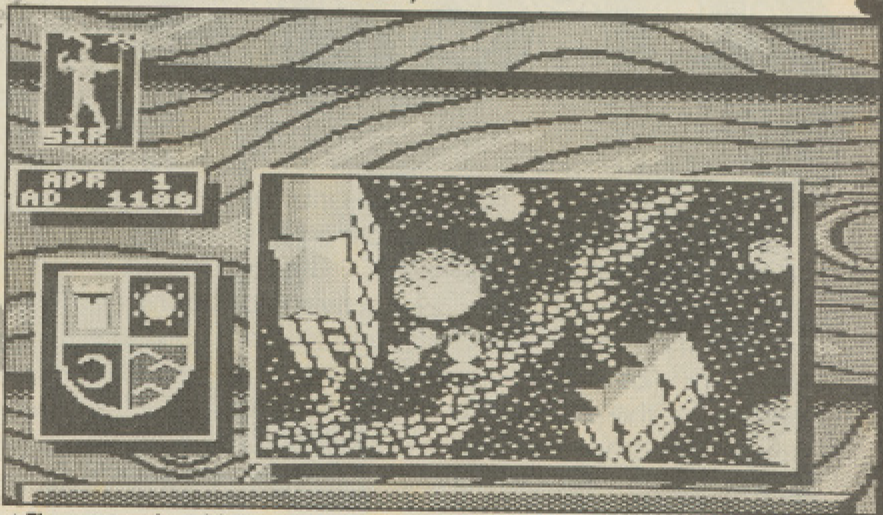
There are over thirty types of characters to play. These vary from the bog standard Human Knight to Elvan Pyar and Drarven Orcbane, as well as the Kelden – a small thin race, a sort of cross between Dwarves and Elves – and males and females get different character options. Each character has to have a graphic chosen for it. This graphic can be edited completely using the character or shield edit option. This means that every character is different and adds your own personal touch to the game.

The magic system is ingenious. Every spell consists of a word of power. This is formed by construction of the word using Elven syllables. These are used in sequence for the race effected, the stat (or ability) it will effect, the severity, range, duration and subclass (for non player character options). This will result in a word like ARNALYRTA which heals an Elf at moderately long range. Type in the word, cast the spell and stand well back!

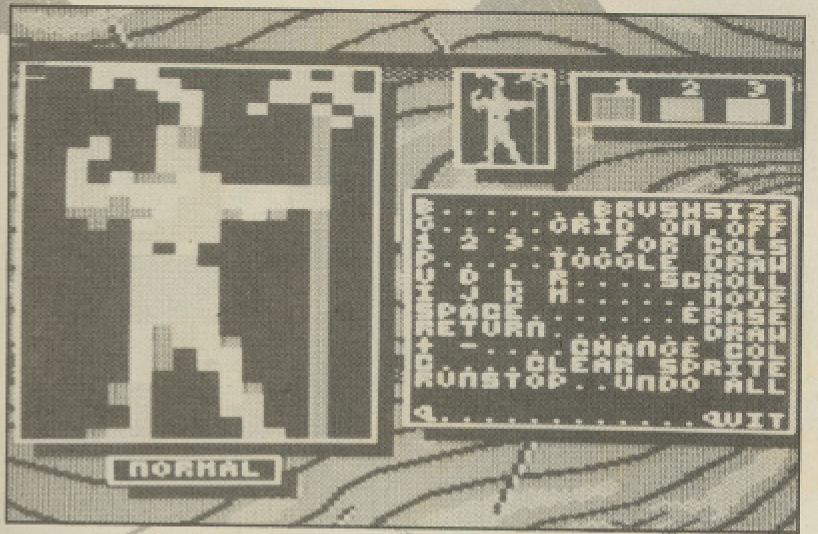
Combat is handled graphically. The announcement that an ambush has been sprung is made, then the area is shown in plan form. Your foes and the party are shown, and several options open to you are iconized at the screen's base. You will have to move your team into close range to engage in melee. However, spell attacks and bow attacks can be made at longer range. If you feel the inclination you can attack your own party but it's not advisable!



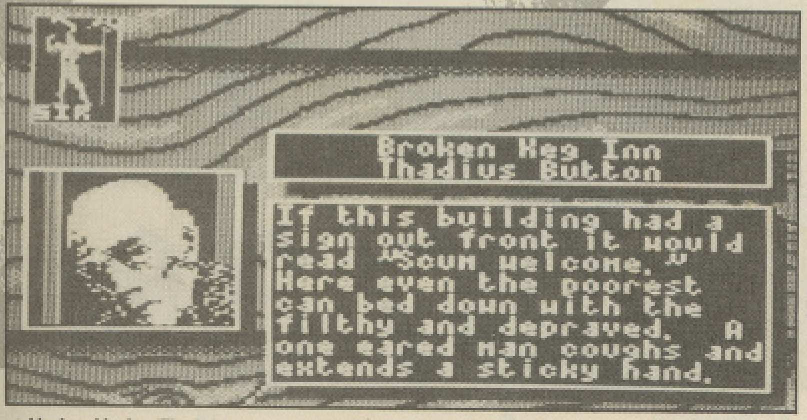
▲And the sun set. So did the Jelly!



▲The man about town is pink and brown!



▲ Just look at the detail, very Picasso!



▲Ugly, Ugly, baldy man, gibber, gibber, whoops!

The combat is far more comprehensive than is usually the case. You can choose the form of attack, a defence, to run away, do nothing or whatever. The round begins with you selecting your options in turn. Then the sequence begins. The results of each exchange of weapons or spells are displayed at the base of the screen. On screen are the options, plus the weapon you're using, and a picture of your body with any injuries in red. Once a combat is over, your surviving members get awarded adventure points and gold. Plus the chance to search through the possessions of your exenemies for useful items.

The towns are very well done. They are presented in 3D, and upon entering each place you are shown a graphic which describes the outside. Then the owner greets you according to who is the leader and offers you his services. Any transactions are dealt with by the character in question only. To equip any other character means going outside and entering again. This is unavoidable because of memory space but is a bit of a shame. The team can be saved by going into a tavern and resting for the night. Every shop owner can be asked questions or you can listen to rumours.

Knights of Legend is a tremendous achievement given the limitations of the 64. Searching a gigantic fantasy world has been done in such a complete way on the machine before but not with this degree of success. And at the cost of about 52 tins of Spam it's got to be worth a look from roleplaying games.

AC

96%

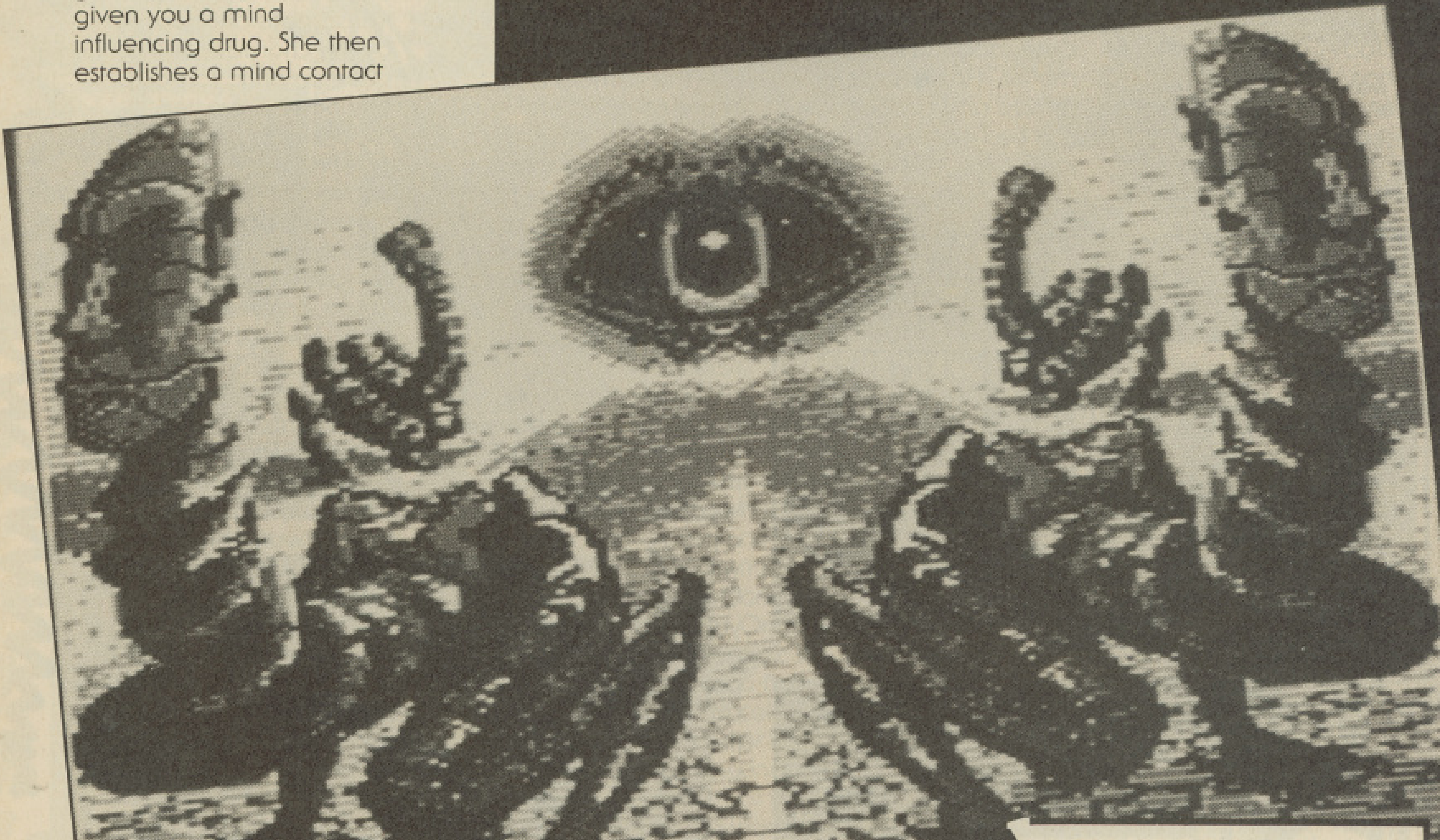
WeirD dreaMs

Supplier: Rainbird
Price: £9.99 (Cass) £14.99 (Disk)

Weird Dreams is a weird game. A very weird game indeed. To really get into the spirit you'll have to read the novella that comes with it. The story is as follows. You are Steve, the victim of a prank. This is no ordinary prank though. A Daemon, in the shape of Emily, a girl at your work, has given you a mind influencing drug. She then establishes a mind contact with you, and the result is a series of frightening dreams.

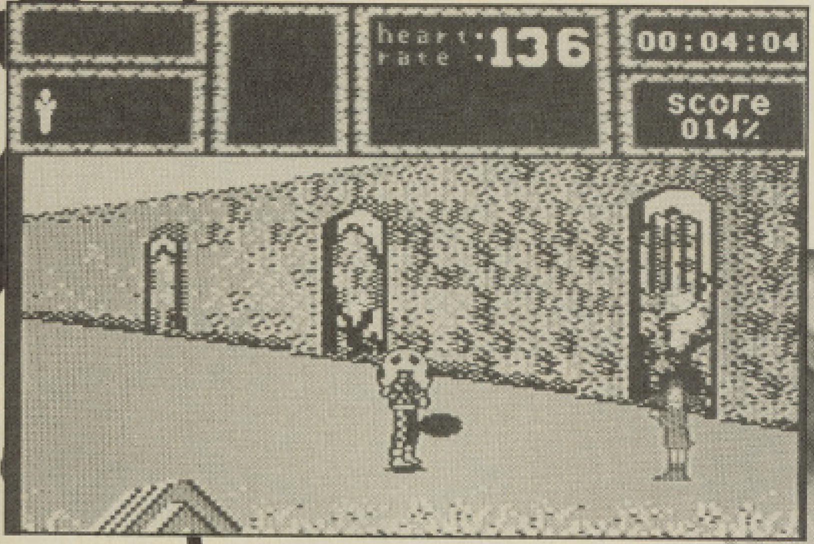
But this Daeomonic activity has not gone unnoticed. There are powers that rule over these actions. The guardians as they are known have been monitoring Emily's progress and have tracked her down. Now she has taken possession of your mind entirely, just as you have gone under the surgeon's knife for exploratory brain surgery! You have gone back into dream sleep. By negotiating your dreams, you can save your sanity and your life. This is a refreshingly detailed scenario, which makes a change from two-paragraph cereal box type write ups.

Anyhow, the game involves Steve's efforts to escape brain death. Being set in a dream world, you'd expect the game to be a little on the strange side to say the least. And it is. To start with, you've been shrunk to a size equivalent to a tin of Spam. The game starts with you at a fairground. Not on a ride, or at a sideshow. Nope. You begin inside the candyfloss machine. Little fluffy pink lumps of

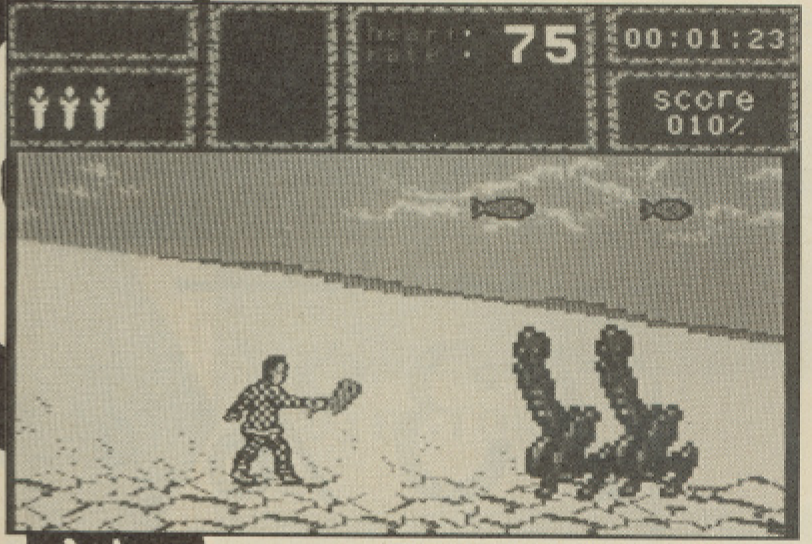


▲ Acieeeed!!!

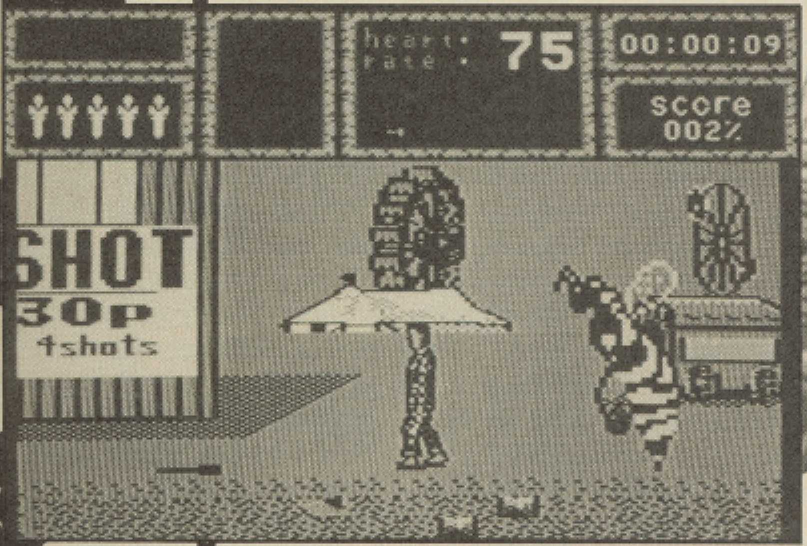
78%



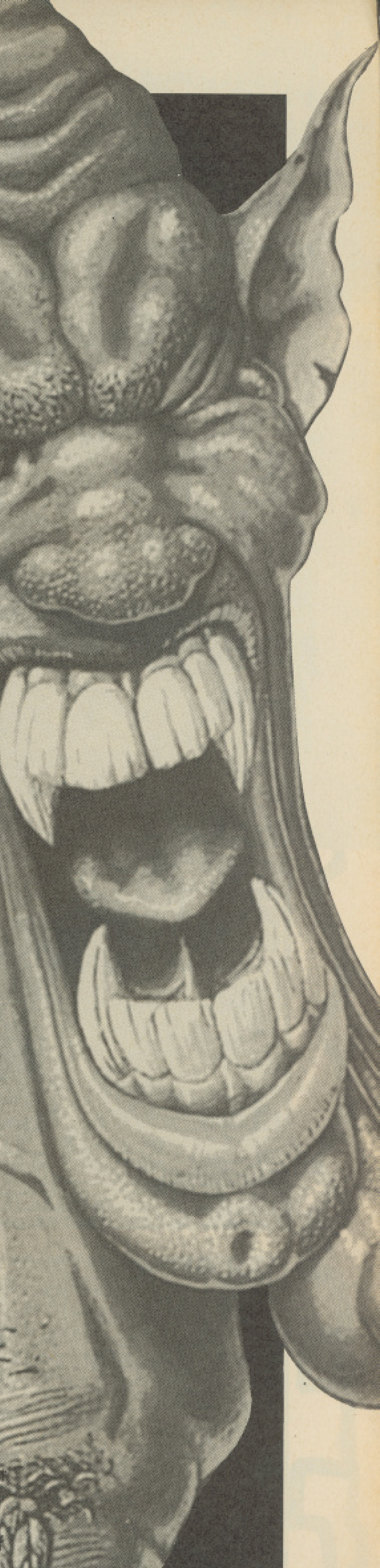
▲ Oh balls!



▲ That's right spank him with a wet kipper!



▲ Oh wow man, I need a shot of that!



candyfloss are flying in spiral patterns all around the bowl. The idea is to jump up and down so the candyfloss sticks to your body, whilst avoiding being clouted by the stick. The stick has to be grabbed after you're covered to escape.

This is just one of the many problems that face you around the dream world that you find yourself in. The game is therefore a graphic adventure, with the problems and their solutions represented on screen. The graphic of Steve is quite large, wearing a natty check jumper and slacks. He moves around the various screens quite slowly, in a dreamlike and decidedly weird way. The various nasties he encounters are all well drawn and quite colourful.

Should Steve get hit by the wrong things then he'll lose a life. This results in a momentary awakening to the operating table. The doctors and a nurse look like they're enjoying the trip around the inside of your head! The game is full of imagination. From the hall of mirrors to the deadly snapping roses the graphics are nicely animated and work very well.

Unfortunately the movement of Steve is annoyingly sluggish. He ambles around fairly fast but turning on the spot takes forever, which in many cases is far too long to avoid a chasing nasty. The rest of the game works well and is amusing at times. I'm a great fan of the storyline which makes the game that whole lot better. The effort on background doesn't quite get justified by the game. Still, worth a look if you're a multi dream weirdo sheep Spam thingy.

ACC



Price: £14.99
Supplier: EA

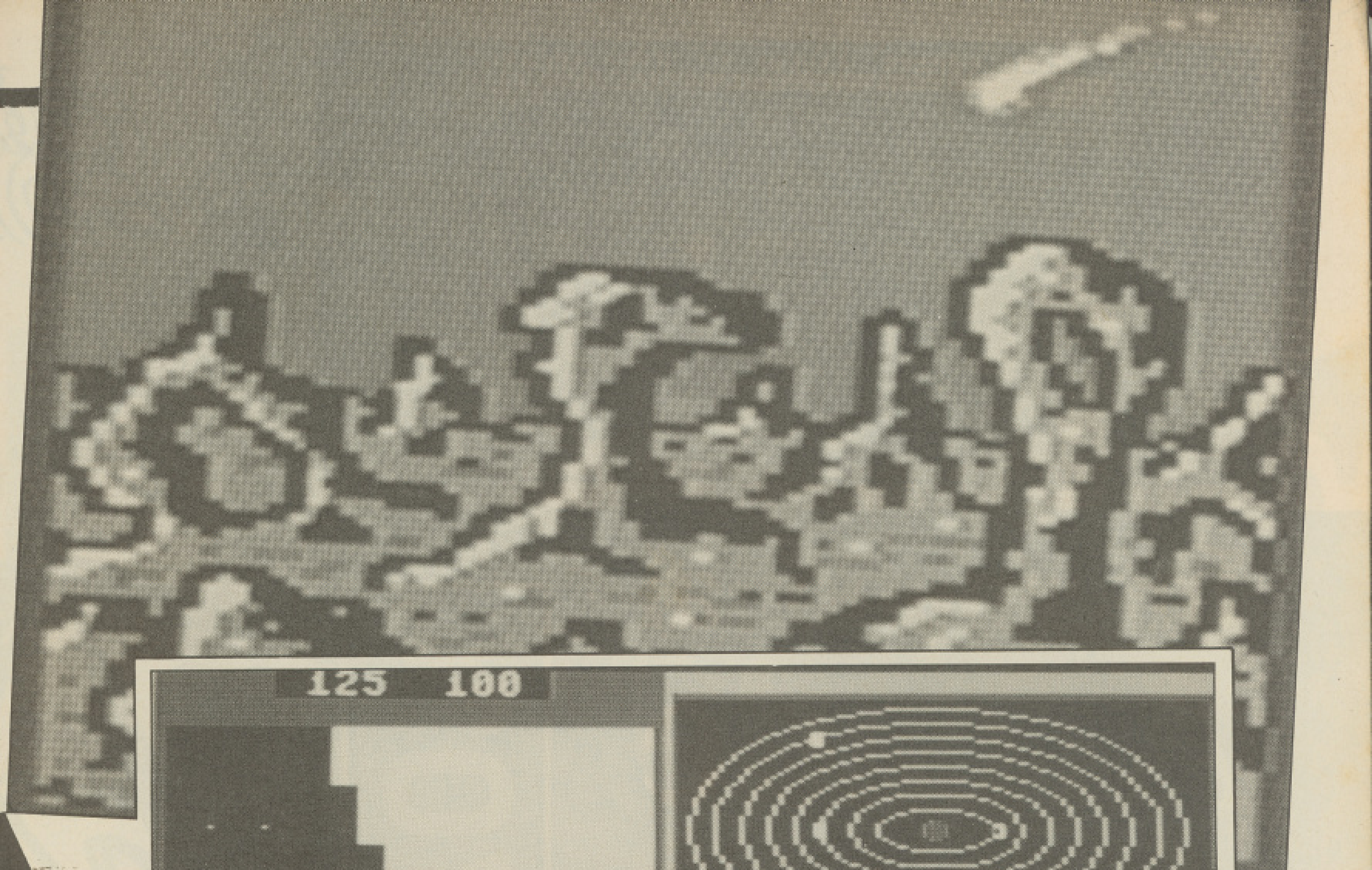


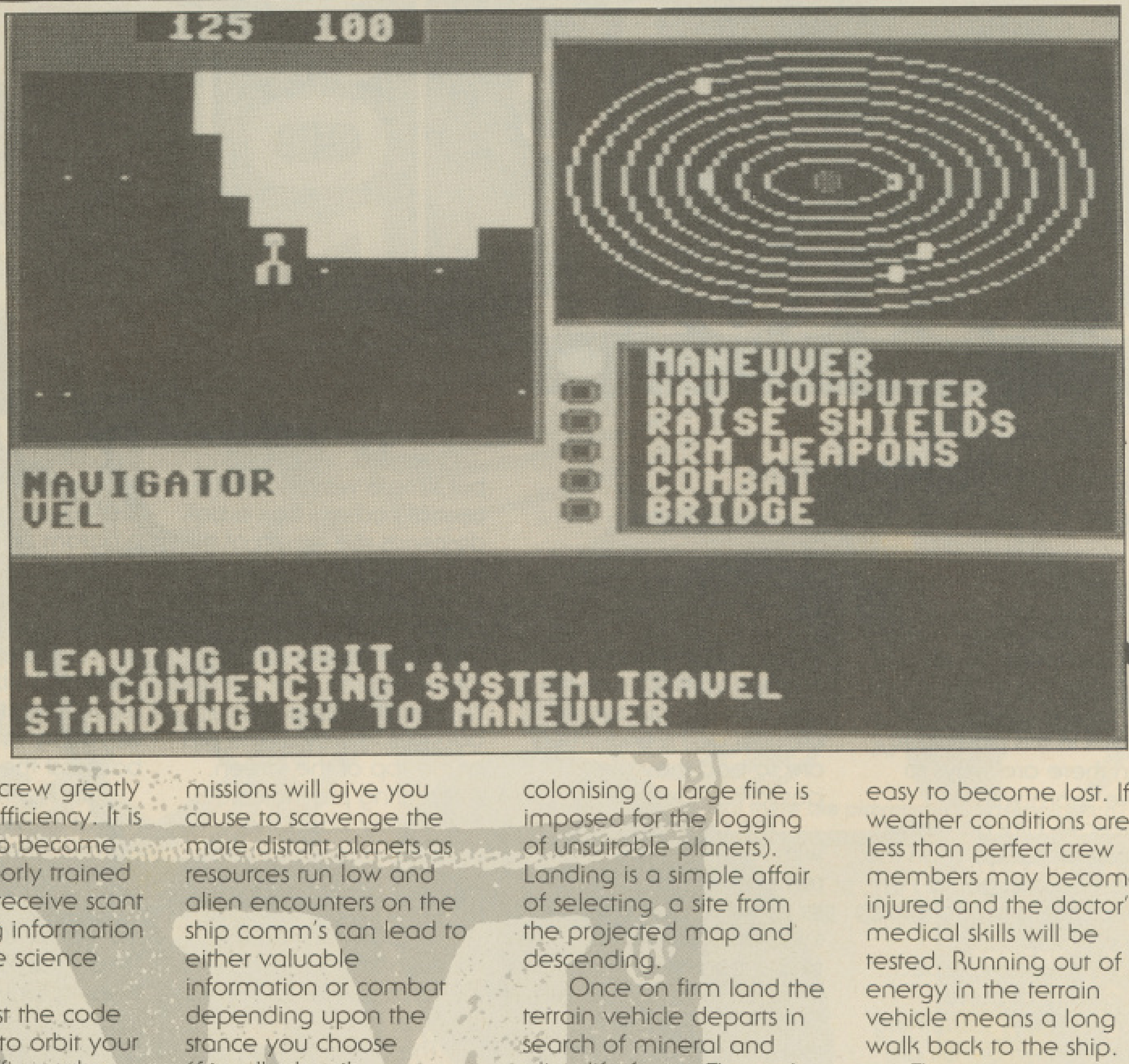


73%

Through the vast expanses of space you hurtle with one eye open for hostiles the other for profits. As a newly commissioned captain of a space exploration craft you must boldly go etc etc, seeking out not only new worlds for colonisation but profitable items to sell back at base to fund your mission.

The game starts in the Arth space station. Here you select your crew from the many alien races and train them. Once happy with your crew you walk along to the ship configuration door. Name your new ship and purchase any armament and armour you can't really afford and then visit the notice boards. Information viewed here will impart gossip, news of trouble spots or possible items of worth and give details of your mission. At first your task is to explore the planets in and around your solar system collecting minerals, alien life forms and if lucky, artifacts. All these items can be sold in the market place on board the station. With your profits you can refuel and upgrade your ship. It is best to spend as much time as possible on the training of your crew especially in the early stages of the game as the





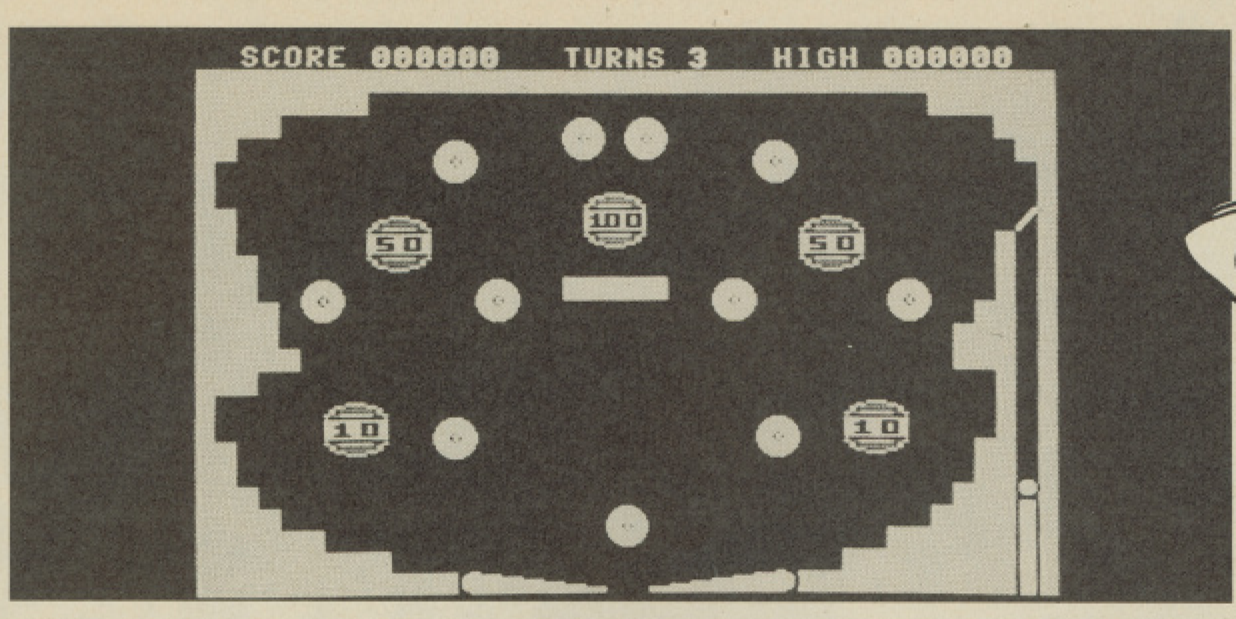
ability of the crew greatly affects their efficiency. It is all too easy to become lost with a poorly trained navigator or receive scant or misleading information from a novice science officer.

Once past the code wheel and into orbit your navigation officer takes control. You guide your starship around the system or, if you are feeling lucky, out of it. Beginners should stick to local planets as the big V has all sorts of hostile worlds and creature in it. later missions will give you cause to scavenge the more distant planets as resources run low and alien encounters on the ship comm's can lead to either valuable information or combat depending upon the stance you choose (friendly, hostile or crawly).

When in orbit around a planet the science officer can implement a scan. Using the information gained by the scan you decide whether the planet is worth colonising (a large fine is imposed for the logging of unsuirable planets). Landing is a simple affair of selecting a site from the projected map and descending.

Once on firm land the terrain vehicle departs in search of mineral and alien life forms. The scale of the view can be changed to show local deposits and the location of your ship. It is worth noting the coordinates of your ship before you begin any major explorations as it is all too easy to become lost. If weather conditions are less than perfect crew members may become injured and the doctor's medical skills will be tested. Running out of energy in the terrain vehicle means a long walk back to the ship.

There is more plot than gameplay but despite the constant disk access and the general slowness of the game there should be enough adventure in this package to satisfy most players.
AP





International Arcade Action.

70%

Supplier: Wicked Software
Price: £12.95

Oooh, I've gone wobbly at the knees, there are more games in this package than there are ways to carve spam with a chainsaw. Fifty games on a cassette for less than the price of a disk game sounds like a bargain to me and it is.

As you may suspect, the quality of these games leaves something to be desired but all are playable and mostly good fun. Even if you hate each and every game it is going to take you a couple of days to play all the games on the tape. Many players will recognise the genre as that of the magazine listing. The programs may be short with poor sound and graphics but some are real gems and others are so bad they are classic.

The adventure begins with Torpedo Run. We all remember this game and its variants (basically space invaders without the falling bombs or the invaders). Move your sub from side to side launching your torpedo at the ships which sail in three rows above you. No fancy effects or graphics but back to basics with a simple blast.

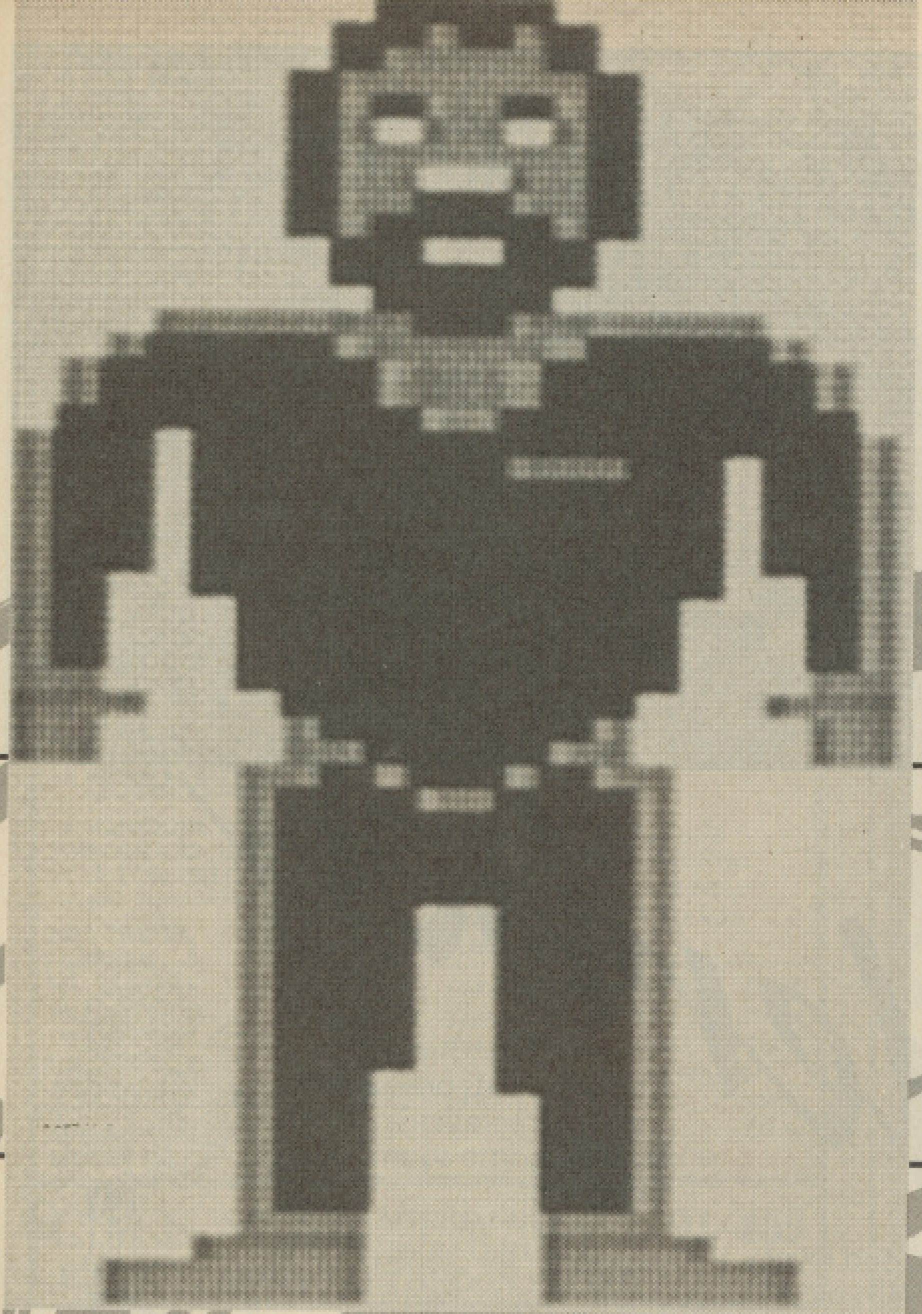
Arcade Baseball is a prime example of how to do something complicated in a bizarre but simple way. From the central pitcher's box a ball descends the length of the screen. By hitting the space bar the blob at the bottom of the screen begins its horizontal journey. If the ball connects with the blob it bounces its way to the pits at the top of the screen. Alternating pits indicate how many bases the player manages to steal while others indicate the shot was out of bounds. Hit the ball back up the centre of the screen and the pitch flashes as you hit a home run.

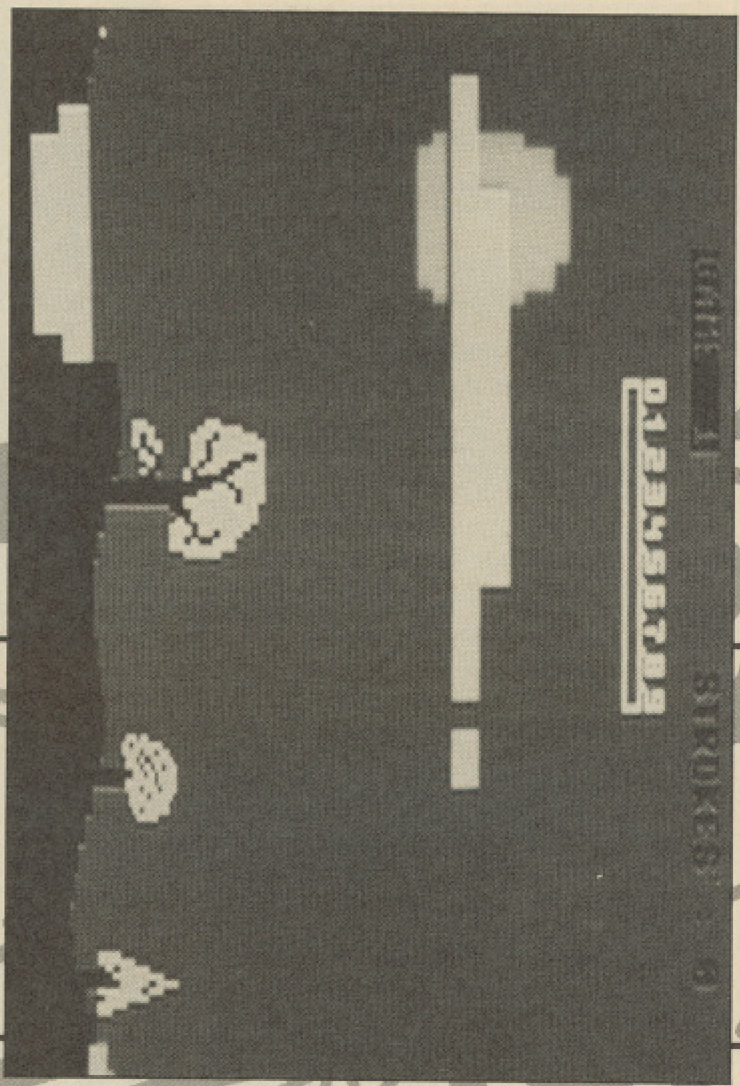
The average gamer is less than fit (too many hours spent slumped over a terminal with half empty cups of coffee filled with dog ends), but this little program may help. Select your level of fitness (gross) and follow the movements of the little man on the screen. I found watching this program going through its paces exhausting.

2D Tennis is one of the two player games found on this cassette. Players move their bat like players around the court as you try to bounce the ball past the opposition.

Jet Fighter reminds me of those early 64 games where two players hurtle around the skies in the jet fighter. The aim of the game is to shoot your fellow player ten times. Pushing forward on the joystick gives you an extra boost for speed but the best tactic is to use the wraparound feature of the screen to take your friend by surprise.

The Pinball Arcade is one of the weaker games in the collection. There are bells and circular cushions with a variety of values





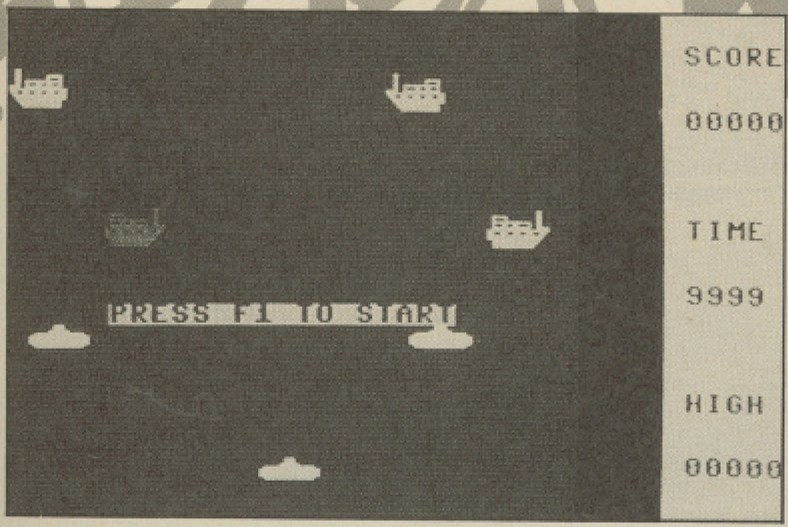
▲Three blind mice have all got the runs!

but the flipper movement is very weak. Even a perfect hit from a flipper fails to send the ball into the further reaches of the screen.

What would a compilation of listing type games be without a golf program. Crazy Golf places you in the driving seat (pun) of an age old simulation. The one screen course is viewed as a cross section complete with ponds, trees, and bushes. By moving an illuminated pixel around the ball you can choose the direction of the shot, even into the ground if you so desire. By depressing the fire button you can select the power of the shot. A full power shot covers little distance so if you wish to clear a large water obstacle you need to nudge the ball up to the edge of the water before whacking it. When on the green the view changes. A slight 3D effect shows the lay of the green and as before a movable white pixel indicates the direction of the shot. Get the power and the direction right and you hole the ball. The next hole contains the same features but in a different order.

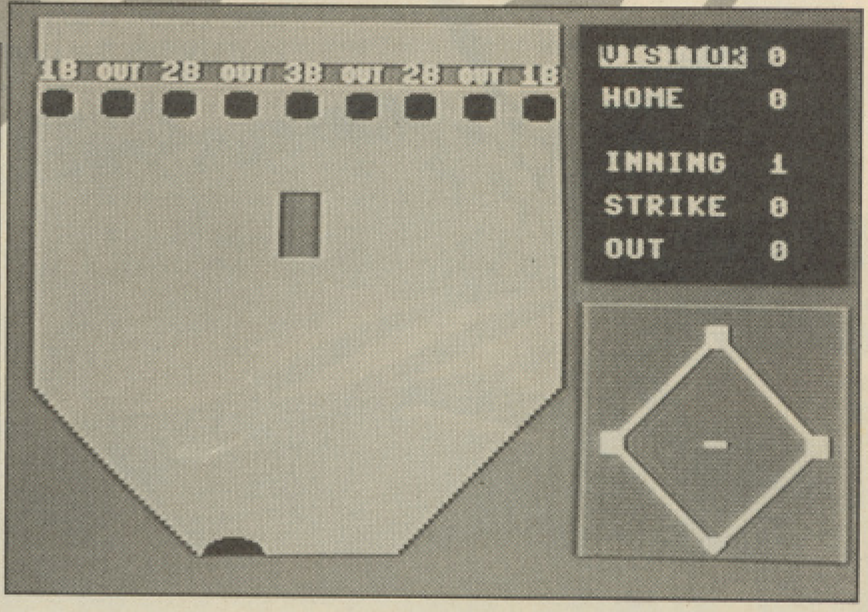
Don't buy this compilation expecting to be blasted by superb gameplay, graphics and sonics but do expect many an hour of joyful discovery as you dig through the roots of many of today's best sellers.

AP



▲ Wee little boatie, see it go floatie!

▼ What do you mean that there are players on a baseball pitch?



Thunderbolt

Supplier: Firebird
Price: £9.99 (Cass)
£14.99 (Disk)



According to the blurb, the P47 was the principle American fighter during World War II. The game fails abysmally to live up to the history of the plane though. The storyline goes like this: there isn't one. You have to pilot your P47 through the various levels of the game, blasting anything you meet with your guns. The enemy contingent is wide ranging and deadly. Small planes shoot bullets at you. Large planes shoot bullets at you. Small ground turrets shoot bullets at you.

Some of the end level death machines are so big that it's doubtful whether they would fit on the continent that they're supposed to inhabit. And whilst you're shooting them there's no indication of any damage you cause. The sprites flicker and jerk as they shift uneasily around the screen.

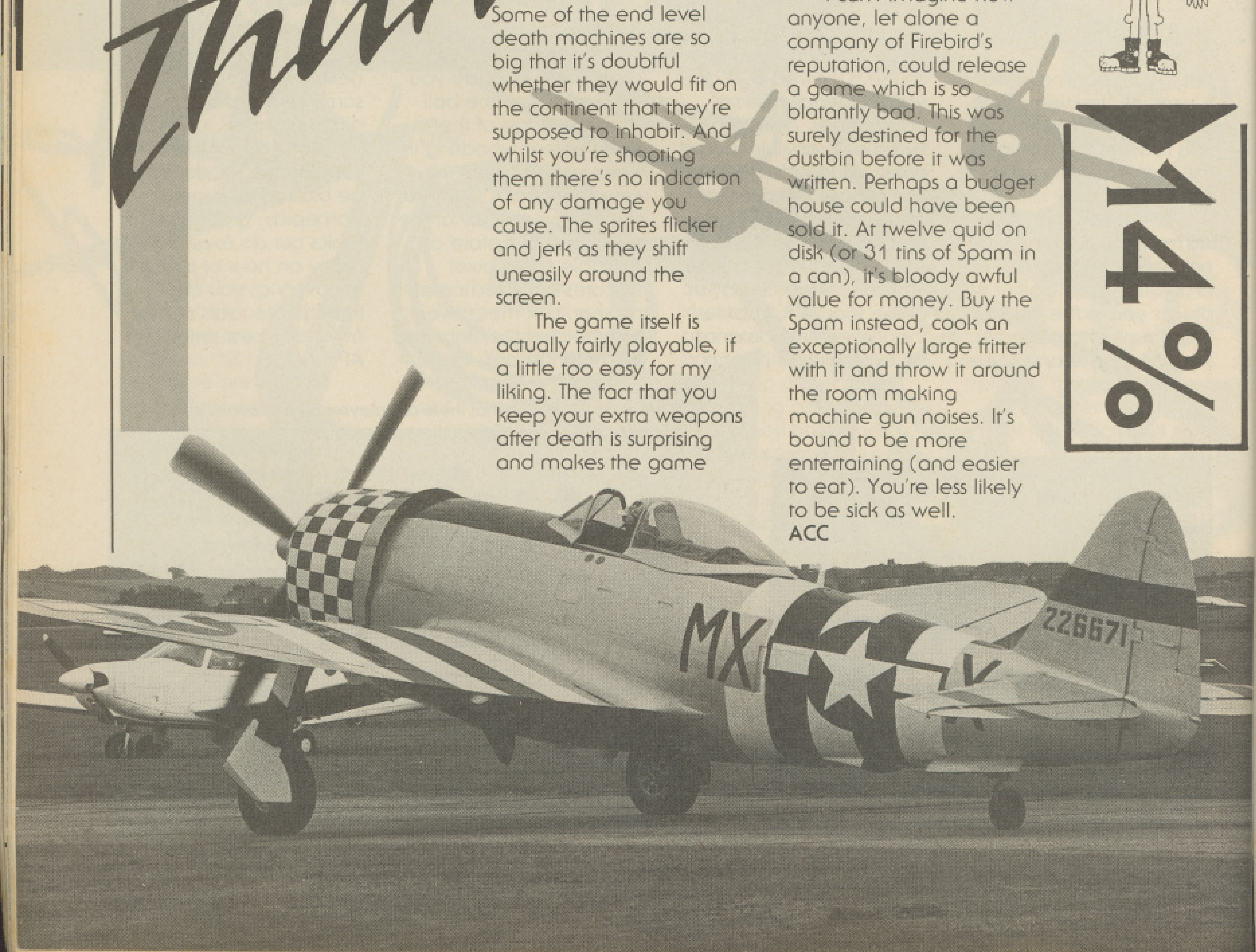
The game itself is actually fairly playable, if a little too easy for my liking. The fact that you keep your extra weapons after death is surprising and makes the game even easier. The backgrounds are indistinct and uninteresting and the whole game seems a bit anaemic.

I can't imagine how anyone, let alone a company of Firebird's reputation, could release a game which is so blatantly bad. This was surely destined for the dustbin before it was written. Perhaps a budget house could have been sold it. At twelve quid on disk (or 31 tins of Spam in a can), it's bloody awful value for money. Buy the Spam instead, cook an exceptionally large fritter with it and throw it around the room making machine gun noises. It's bound to be more entertaining (and easier to eat). You're less likely to be sick as well.

ACC



14%



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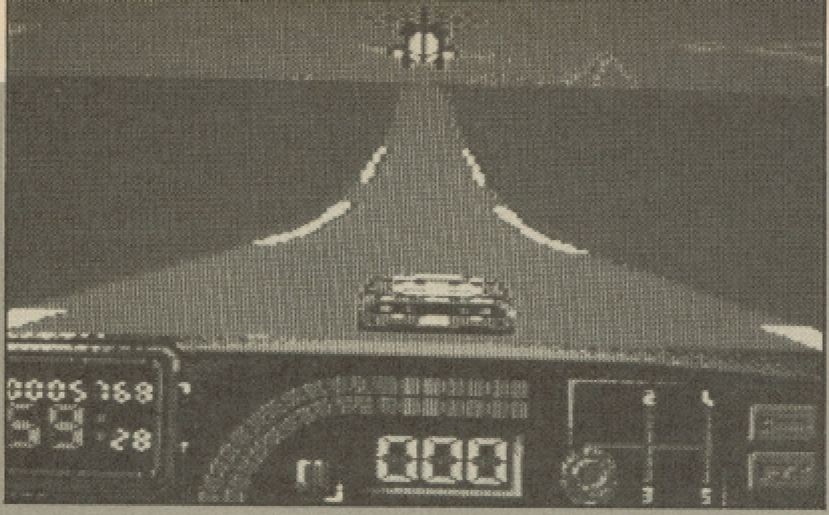
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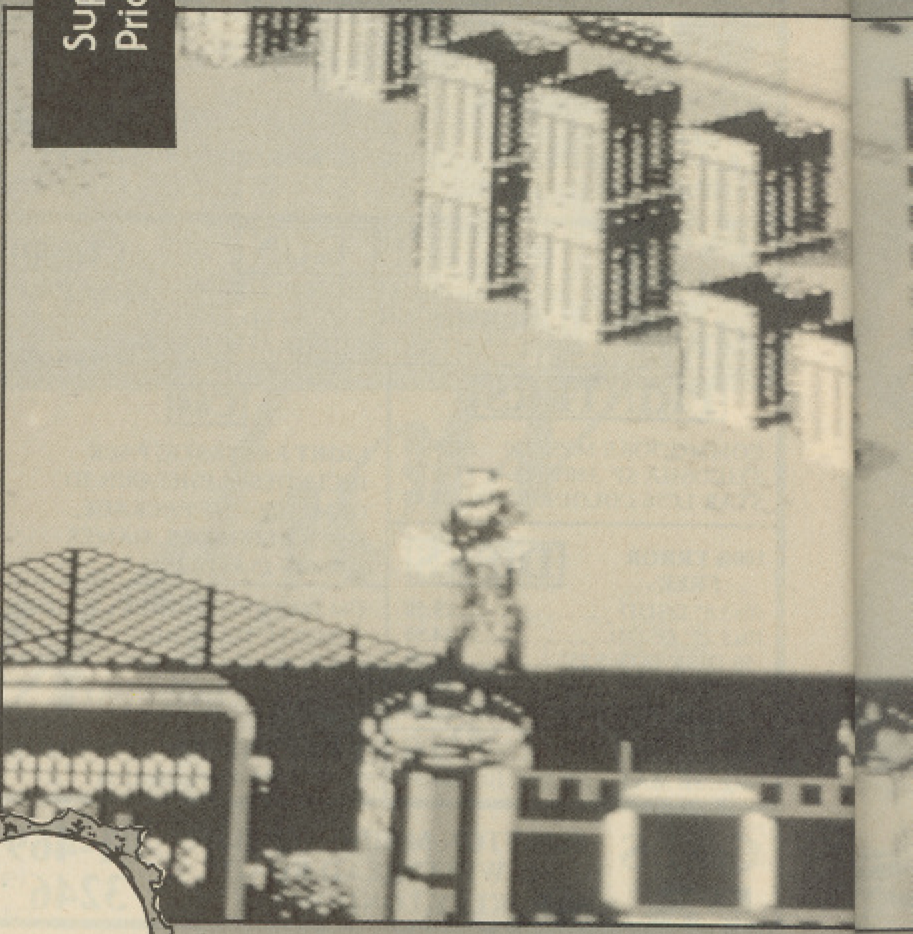
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YCDD/1



Supplier: System 3
Price: £12.99 Tape

VEND



With the impending retirement of Charles Bronson as a gun toting scum eliminator, and the major star in the vigilante stakes being a man dressed in a giant rubber bat suit there is need for a more able bodied person to take on the entire criminal element.

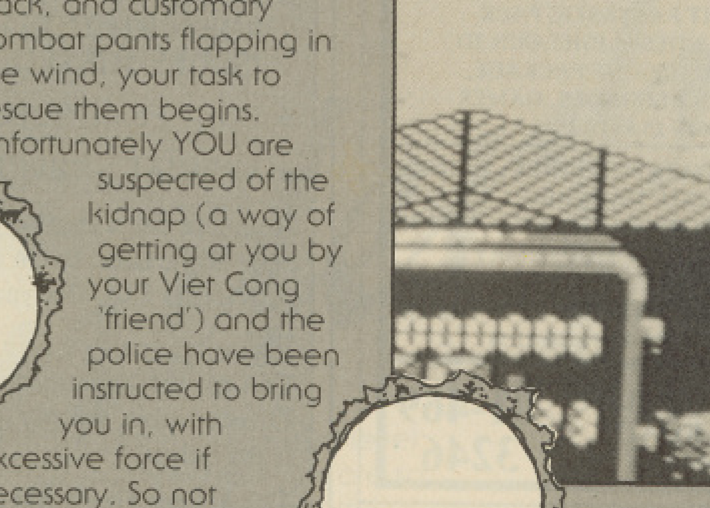
Vendetta offers YOU this chance, because through misfortune and a sorry twist of fate you have got probs so large that they could be strung together and used as the Channel Tunnel.

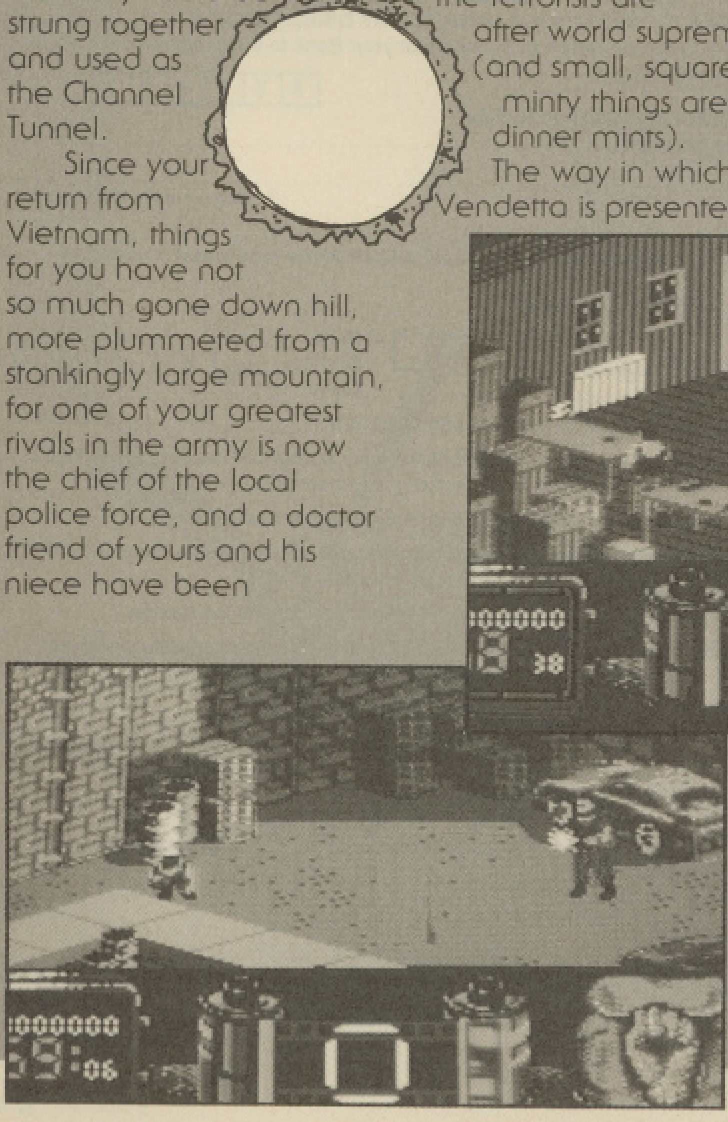
Since your return from Vietnam, things for you have not so much gone down hill, more plummeted from a stonkingly large mountain, for one of your greatest rivals in the army is now the chief of the local police force, and a doctor friend of yours and his niece have been kidnapped by a large terrorist group. The doctor had invented a rather mean, lean weapons system which could be used to very ill effects.

With muscles pumping, gun strapped to back, and customary combat pants flapping in the wind, your task to rescue them begins. Unfortunately YOU are suspecred of the kidnap (a way of getting at you by your Viet Cong 'friend') and the police have been instructed to bring you in, with excessive force if necessary. So not only are you after the terrorists, the police are after you, and the terrorists are after world supremacy (and small, square minty things are after dinner mints).

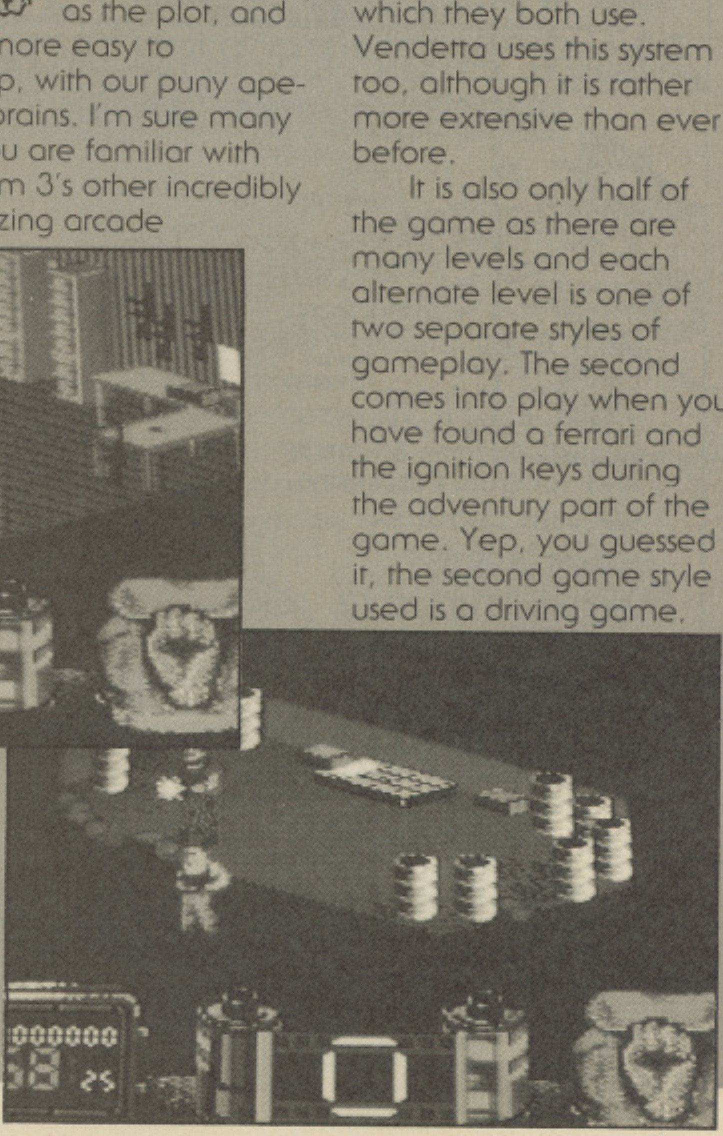
The way in which Vendetta is presented though is certainly not as complicated as the plot, and far more easy to grasp, with our puny ape-like brains. I'm sure many of you are familiar with System 3's other incredibly amazing arcade adventure game series Last Ninja's 1 and 2, and the 3D games system which they both use. Vendetta uses this system too, although it is rather more extensive than ever before.

It is also only half of the game as there are many levels and each alternate level is one of two separate styles of gameplay. The second comes into play when you have found a ferrari and the ignition keys during the adventury part of the game. Yep, you guessed it, the second game style used is a driving game.

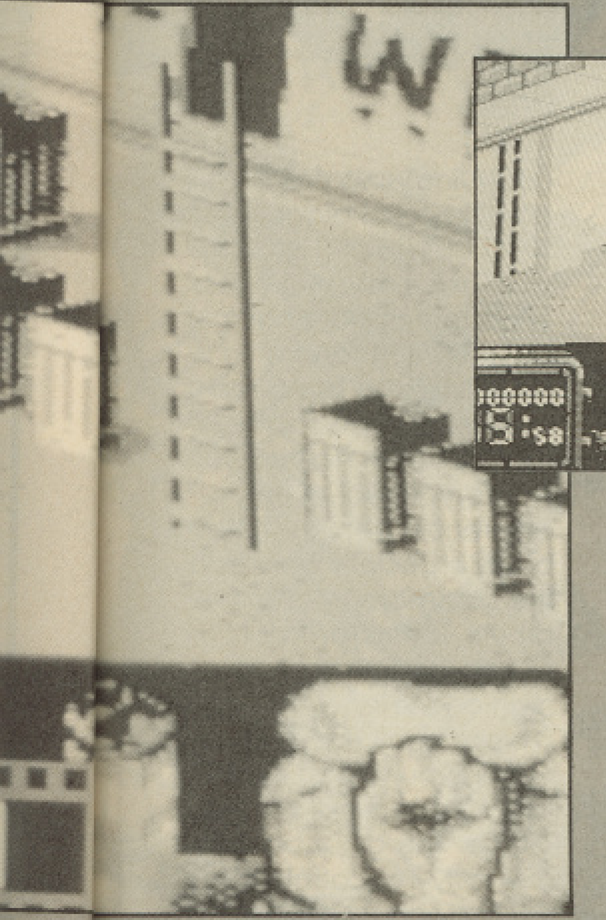


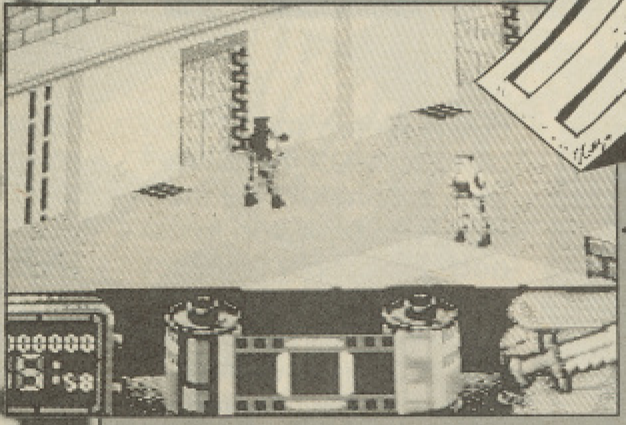


▲ There's so many boxes that this looks like the Computer Shopper show! Perhaps there's more death though.



NDETTA





◀ Friend or foe? Aah, shoot the frag out of him anyhow!

thus mixing the best (and most popular) of both worlds.

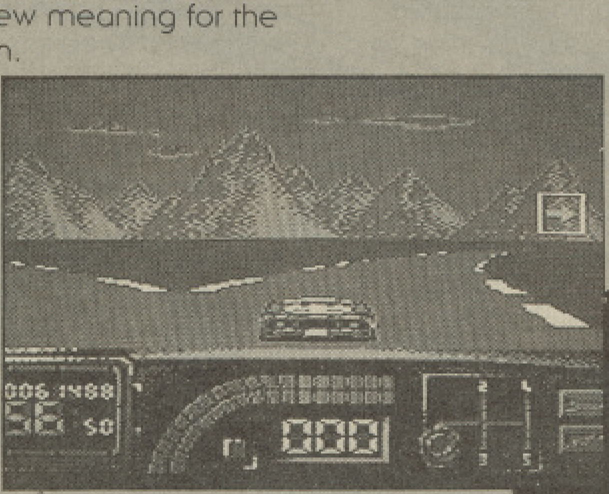
This is no average driving game though, as it could be described as a Chase HQ variant, although it is far far better than the official licensed version. It is probably the best that could ever be done on a C64, and this is only part of the game.

Getting back to the 3D section, this is where you realise that Vendetta is extra special. Not only is there more than the average amount of mapping, object collecting, and room searching to be done, but unbelievable quantities of terrorists are just begging to be given hot leaden suppositories, thus pleasing the shoot-them-'til-they're-mush brigade.

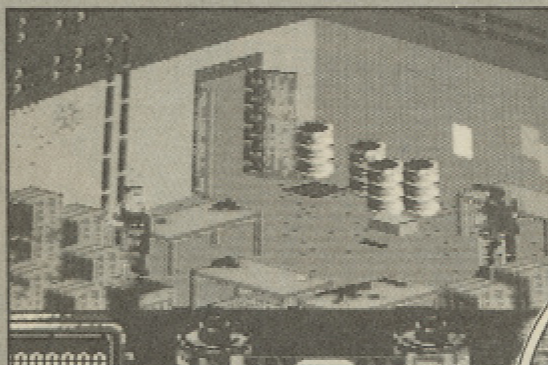
And although the game is multiload, this is absolutely no bother whatsoever and only helps to allow the programmers to make the game absolutely ENORMOUS. There is also the added bonus for your pennies of a free limited edition watch with the first 10,000 copies so you'd have to hurry to grab one.

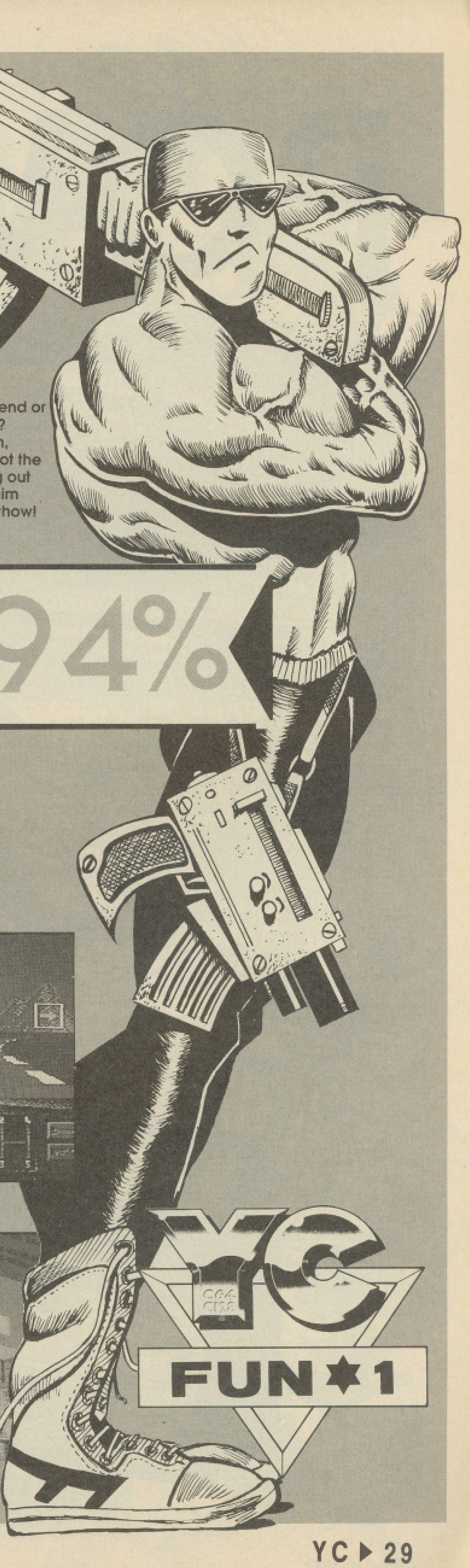
The graphics are absolutely perfect, and the sonics are superb, the bundle is linked with pure gloss that helps shineover any small minor inadequacies. Vendetta is not just the best arcade adventure ever, it invents a new meaning for the term.

RH



There's a fork in the road! Somebody better pick it up before their tyres burst! ▲

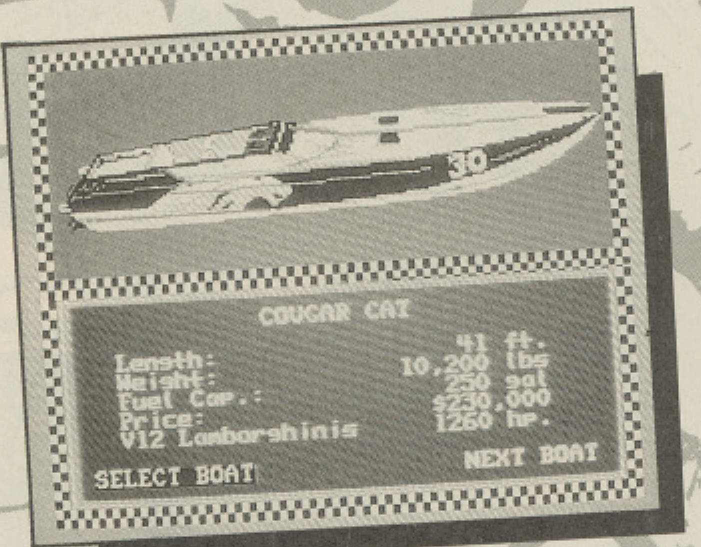




94%

FUN ★ 1

POWERBO



When it comes to pure stomach churning action, you can't beat a spot of high-speed speed boat racing (apart from eating 25 tins of Spam, but I wouldn't recommend this unless you are looking for a meaty comestible over-dose). And although we've had almost every type of racing game in existence Accolade deems that we should have yet another, one that would make even the most hardened sailor sweat.

Before you actually hit the sea, like most Accolade games, there is a plethora of options to choose from. For a start there are four powerboats that you can dabble with, one being a catamarang and another simulating Don Johnson's very own vessel (coo, I hear you cry, Me, I just cry).

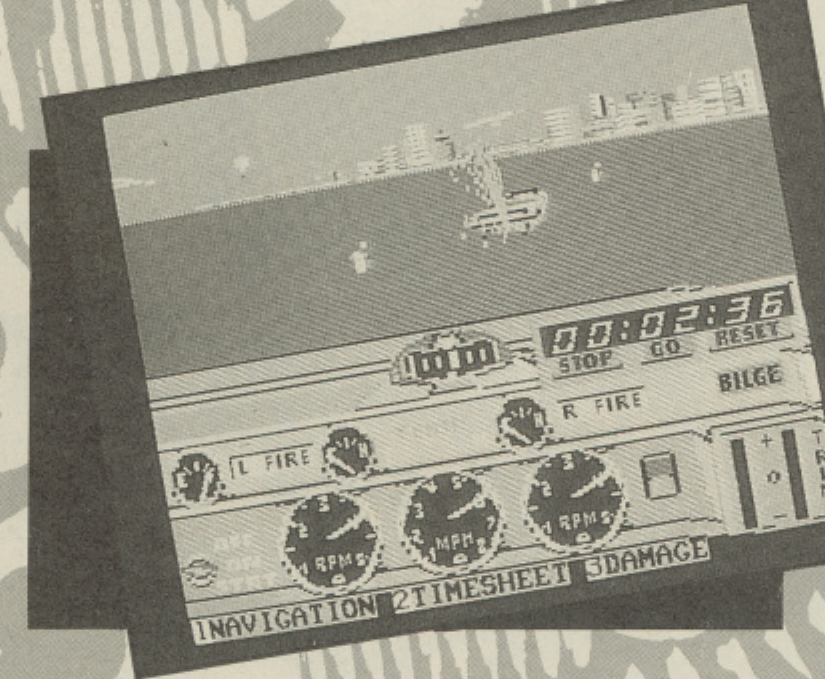
Once your boat has been chosen, it is time to select a course for which to race upon. There are several, most of which based around Miami (naturally), and a little map shows how straight, or completely round the bend some of them are. Then it is time to visit the repairs yard/pit stop to add some really funky extensions, and to fuel up. This is very, very important else your precious multi-dollar boat will not run (aaah). Everything you take on board though will add extra weight and therefore reduce your speed.

Before you can compete against the world's best, you have to qualify, which basically means that you have to go at full pelt in a straight line, speed around a buoy, and zoom back from whence you came, all in a time limit. There is one prob with this though, as there is in the main race, because not only do you have to keep your beadies on the speed gauge, but the RPMs must be kept stringent control of, else you may overheat and blow a whatsit. But once you have this sussed, qualifying is no problem and it is on to bigger and better things.

After a few more less important options have been chosen, and a refuelling stop has been made, it is time for the race to begin. This is where you realise the differences between the boats especially between the catamarang and the others. The catamarang is a superbly fast boat, but is nigh on useless in choppy waters, and choppy waters you will no doubt face at one point on the course. The other boats are fairly slow affairs on the straights, but when the waves start to crash they zip through them like a hot knife through Spam.

When a race is over, you will be faced on how well you did at each stage in the race, and at the very end you will see a table of times recorded by yourself and other players. And then you can go on to other courses.

The graphics are fairly basic in the main part of the game (the driving part), but are by far the best that anybody could do in trying to simulate the rippling waters around the East Coast of America.



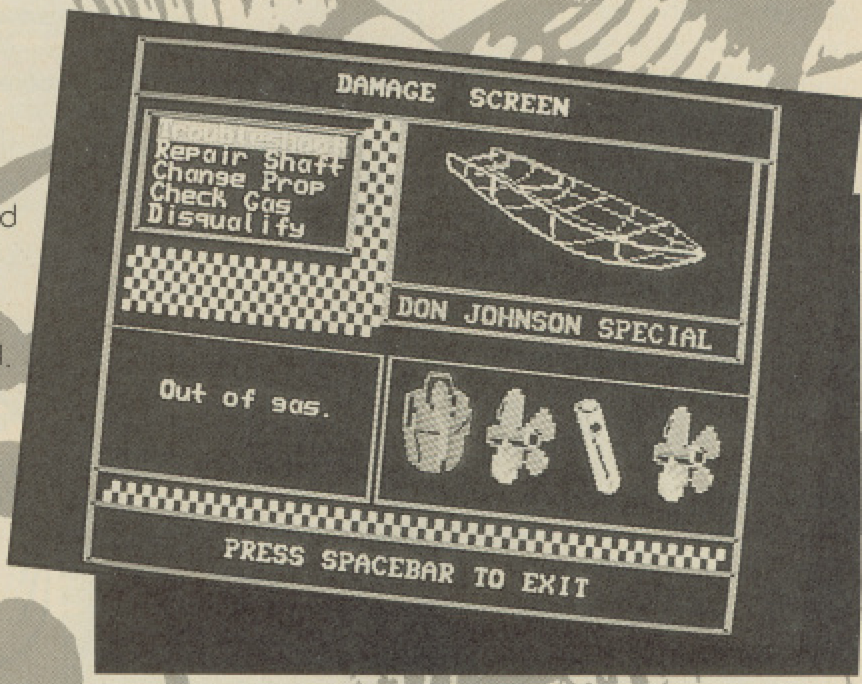
OAT USA

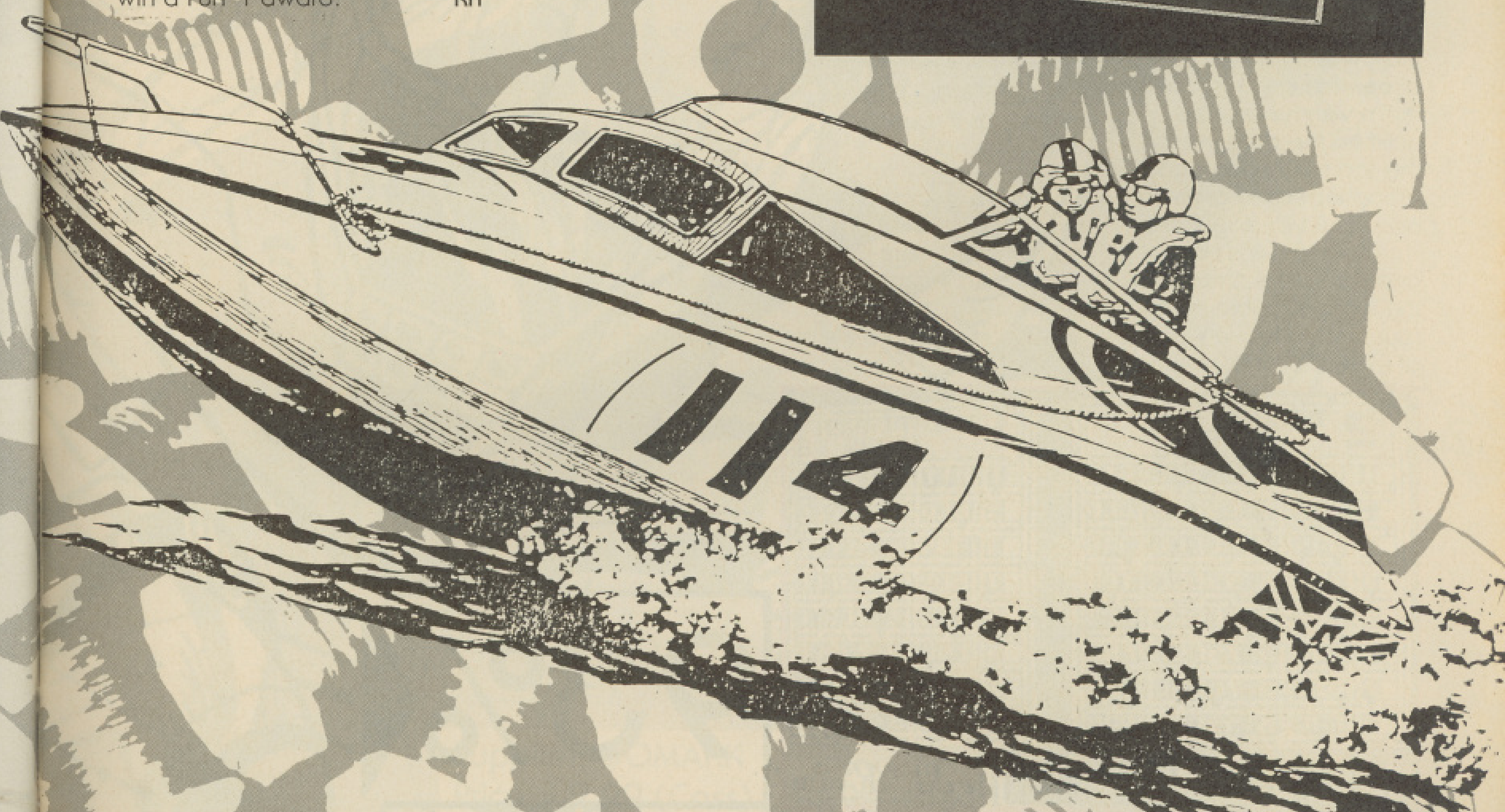
Supplier: Accolade
Price: £9.99 Cass, £16.99 Disc

The only hazard is that when the water becomes choppy, it looks as if the sprites are on some sort of highly illegal drug in the way that they jump up and down, which is more likely to induce a migraine than sea sickness.

The graphics in the option screens are of Accolade's usual high level of presentation, and help enhance the game that one extra per cent to win a Fun*1 award.

The game is different from the rest and almost worthy on that merit alone, the sound is a bit peculiar but passable, and the gameplay is of the 'I am going to beat that time or the cat is going through the window' kind. If you like driving games then you'll love the change, if not, you'd be best to stick to something more your scene. Me, I love 'em.
RH





FUN*1

CYBER

93%

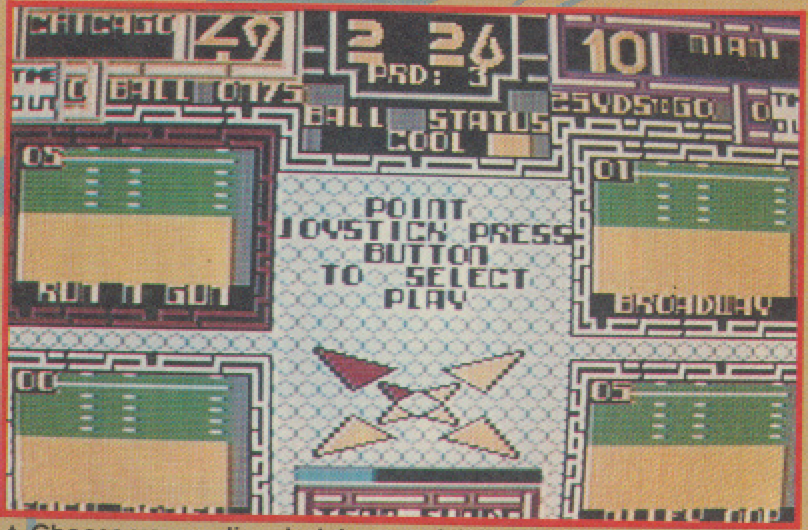
In the 21st Century, the fast developing game of American Football soon became so dangerous that injuries had to be treated by a totally innovative form of medicine. Robotic limb replacements solved the problem of the severest injuries. Unfortunately, the ruling bodies of the sport decreed that players who had robotic limbs had a distinct advantage over the others on the field, and so the robotically treated players were banned.

But as more and more players suffered crippling injuries, the public consensus was towards allowing the robotics on field. Clearly a compromise had to be found, and so Cyberball was formed. The game did away with the players altogether and replaced them with robots. This nullified the dangers of the sport: any damaged robots increased greatly and so did it's popularity.

Your task is a daunting one; to control a team of the highest calibre in the rough and tumble world of Cyberball. You're going to have to take on the best and beat them, offensively and defensively outwitting them to score points. The basic idea is the same as American Football. Using your offensive team, you have to carry the ball over the line into the endzone. Your defensive team then have to prevent the opposition from doing the same thing in return.

Nothing is ever as easy as it sounds, and this is no exception. There are lots of subtle and solutions to those problems. The first problem is the explosive ball. The ball starts off totally cool; repeated droppings of it or failed plays will make it heat up. Once the ball reaches critical level it will explode on violent contact, and this will take out one of your robots if he's got it. It's not all bad news though. There are lines on field which will defuse the ball and take it back to cool status. Passing through these is the best tactic, gradually approaching the endzone.

At the start of each play you are given several options to use against the



▲ Choose your option, but be careful, it could mean a steaming suppositry for the quaterback!



opposition. As the game is against the clock a time out will give you more time to think. Use of them needs to be judicious as there's only three each half (each half is divided into three periods). You can choose to either pass the ball, run with it or an option play. Pass plays involve chucking the ball as hard as you can in the direction of square receiving pads.Control then switches over to your receiver, who you must get to the receiving pad in time to catch the ball.

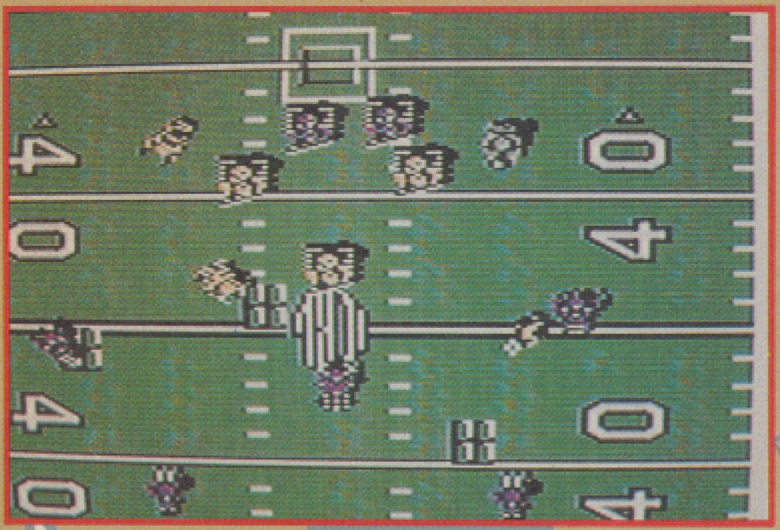
Opposition players can of course catch it as well, so the pass will need fine timing. Running plays let your running backs carry the ball as far as possible before being tackled. An option play adds a touch of the unexpected to your offence, letting you try something a little different. Once play is lost by your team, or you score a touchdown, the ball switches posession and you must defend. You have the choice of either long, medium or short plays. You must then select the defence you think will prevent the opposite team from success.

All of the options are selected from a useful front end. Your initial choice is made, and then you are given four options to choose from. These are all selected via the joystick. Even as you are choosing the time ticks away, so speed of choice is essential to success. There is a practice team which has a mixture of skills but the pros amongst you will want to go for big league teams. These usually only have one main strength, either passing or running.

Cyberball is a perfect game for translation to the 64. The programmers have opted for speed and playability rather than flashy graphics, but this doesn't mean that they have suffered badly. The overhead view works very well and the game maintains a nice balance between arcade action and strategy play. As in the real sport the play gets a bit indistinct at times but this is no problem. Playability is definitely Cyberball's strongest point. The incentive of increasing team funds to spend on the players' abilities (and to amass a high score) keeps you striving for perfection in your play.

There are a nice number of different play options, all of which are clearly drawn out on screen. Thus, newcomers to the game won't be put off because they don't know what's going on! The play moves just about as fast as possible on the 64. The colours are a little on the dull side but the robots are neatly animated and do what you want them to, more or less. Overall, the game works very well indeed. You won't be likely to master it straight away, and fans of the sport will fall in love at first play.

ACC



◀Run, run, run, we've all got the runs!

YC C64 C128 FUN*1



▲ That's a touch offensive!

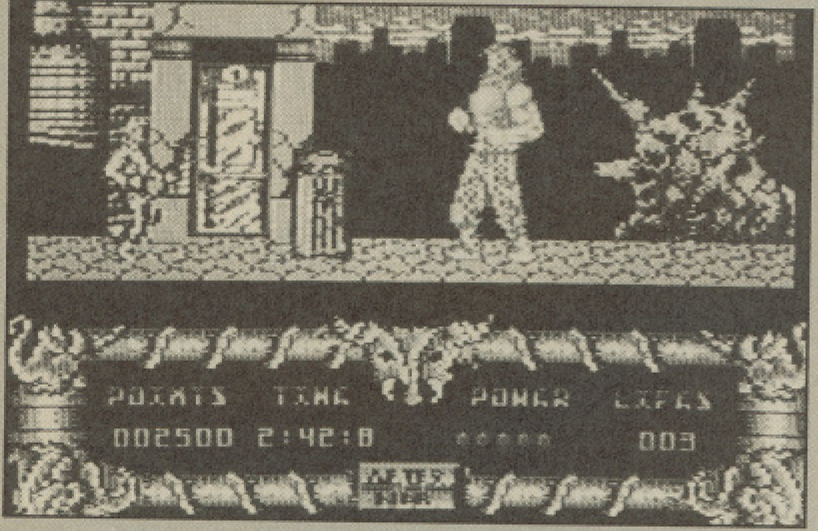
Supplier: DOMARK
Price: £9.99 (Cass) £14.99 (Disk)

BALL

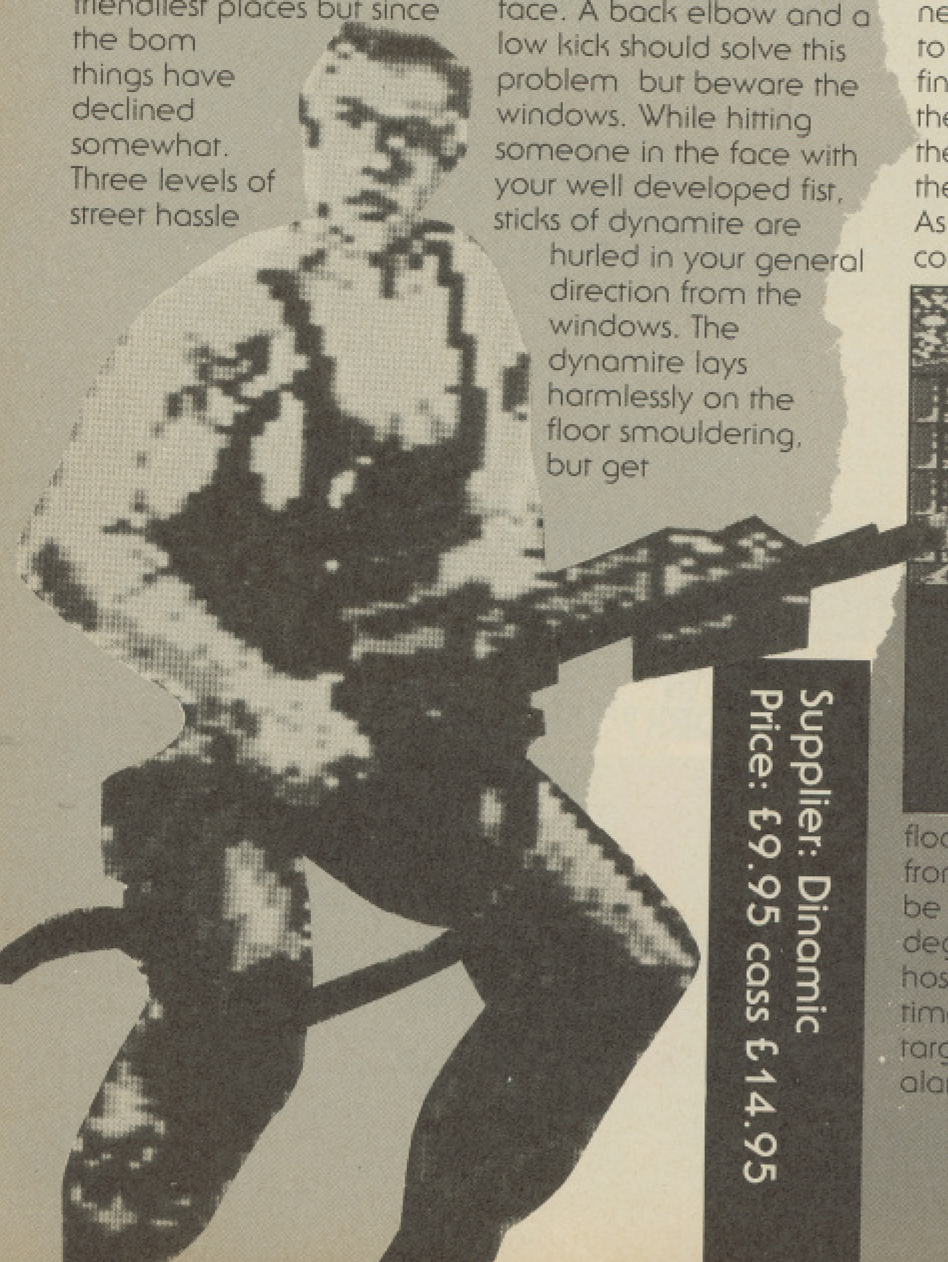
AFTER THE WAR

68%

Your'e down to your last tin of beans and things are starting to look a little unpleasant. With the future looking as appetising as a three week dead dog you decide to put fist to mouth and boot to groin in a bid for the freedom of the space colonies.

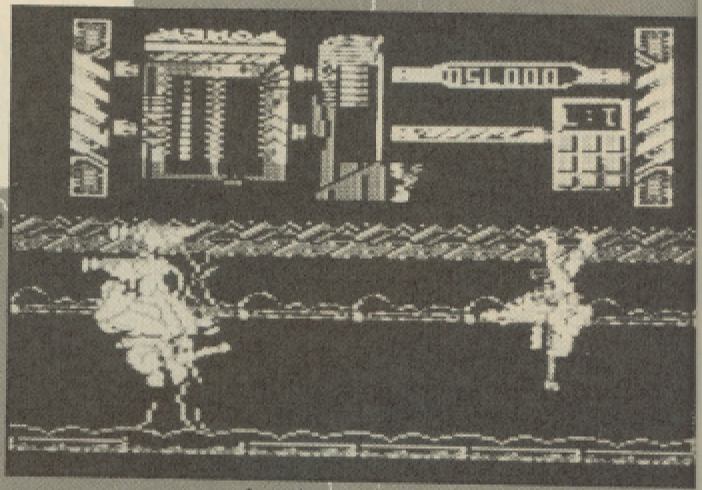


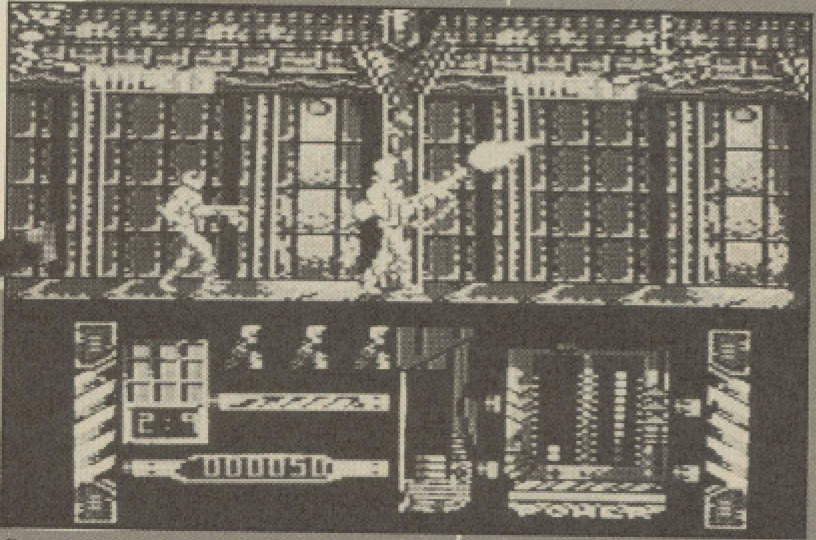
Downtown Manhattan was not one of the world's friendliest places but since the bom things have declined somewhat. Three levels of street hassle separate you from the scientific enclave of the mad professor McJerin. The city streets provide nothing more than light entertainment to a dedicated brawler but hit the outskirt of civilisation (what's left of it) and the bad guys get vicious. Punks attack from behind to punch you in the kidneys while larger than life bully boys pound your face. A back elbow and a low kick should solve this problem but beware the windows. While hitting someone in the face with your well developed fist, sticks of dynamite are hurled in your general direction from the windows. The dynamite lays harmlessly on the floor smouldering, but get too close to the detonation and you're dead. Occasionally a punk will come armed with a gun. Although you can't take the fun for your own use it is best to disable the opponent fast.



At the end of each level is the customary over-sized baddie who gives as much as he takes.

Batter your way through the levels and you find yourself within the complex which houses the rocket to freedom. Now armed with a heavy duty machine gun you carve a path through the valiant defenders. No limit to ammunition means you never need to take your finger off the fire button, although there is a short pause as the hero loads a new clip. As you dash along the corridors robotic devices float on screen and attack from above. Your gun can be swung through 180 degrees so shooting these hostiles is possible if a little time-consuming. Human targets do appear with alarming regularity but the fire-power needed to destroy these frequent visitors does seem a little disproportionate.





Again you face the end level nasty but this time it is a combination of man and machine. Shooting the man is the best way to neutralise this nasty but his constant barrage makes this a task for the deft.

The second section of the game is loaded separately from a menu and does need a password gained from level one. level two is also superior to level one in both gameplay and violence. Some nice but odd sound effects and the gameplay in section one is a little weak.

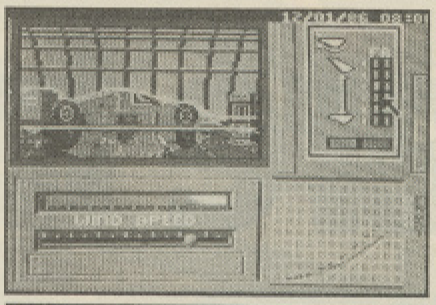
AP

Supplier: Dinamic
Price: £9.95 cass £14.95

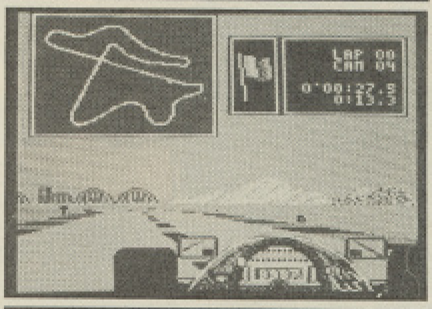
Ferrari

FORMULA ONE.

Game: Ferrari Formula One
Supplier: Electronic Arts
Price: £9.99 (Cass) £14.99 (Disk)

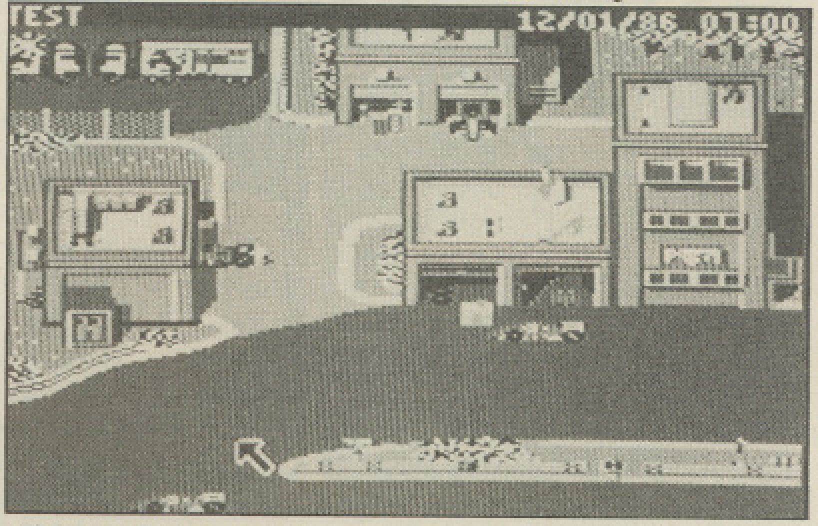


In the wind tunnel, too many beans no doubt. ◄



68%

◄ Drive safely and remember, don't shoot yourself whilst driving!



▲ Into the pitstop, probly!

The lights are red. You're checking through your mind.Is there anything you've forgotten? Oh yeah. Your tyres. Never mind. After all, you've only blown your chances of another World Championship. Ferrari Formula One lets you become a racing driver and gives you a taste of what racing the best in the world is like.

Nothing is left to chance. You have control over every aspect of the car's development, from size and type of the tyres, to the shape of the aerofoils. All of these can be adjusted as you see fit. Throughout the options there is a suggested level for you to select; but this doesn't mean you have to follow it.

All of the option screens are drawn as workshops. This makes a nice change from endless menus. There is a pointer which selects all the options in a mouse-like fashion. Each race is more than just a one day affair. They start on the first practice day. here you can make initial adjustments to the running of the car and test them out on the circuit. Make a bodge up and it's not too bad – yet.

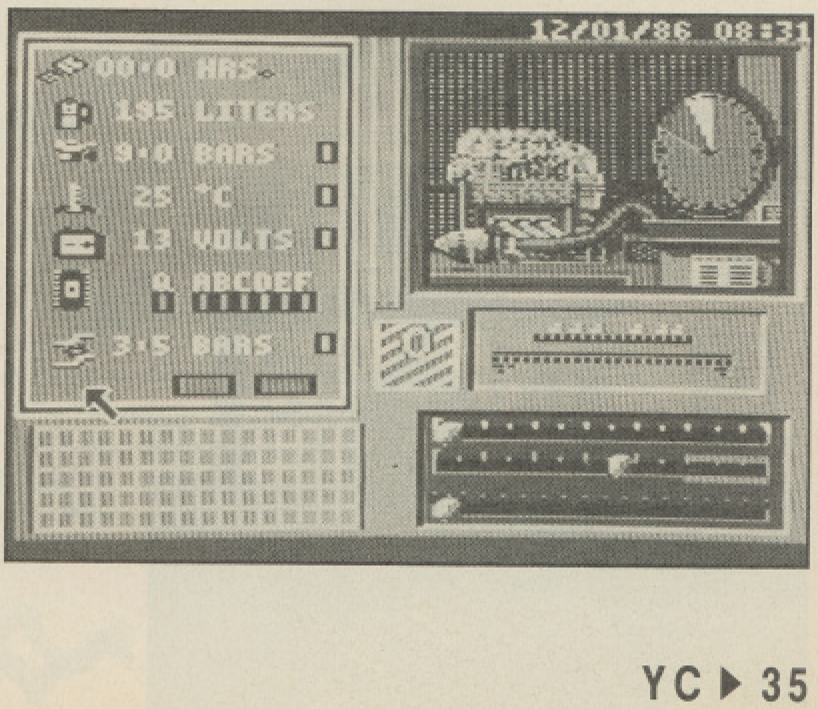
Day 2 is far more important. By now you should have the basic design decided upon. The fine tuning should now be taking place. Any glaring errors will have to be spotted at this stage, because every day has a scaled down time limit. Various actions take different amounts of time. So there's only so much you can do to the car each day. After day 2 comes the practice circuit, then the race proper.

The other cars jerk away from you in semi-resolution. The animation of these is quite disappointing, and the graphics are strangely uncolourful. The game is reminiscent of the classic BBC game Revs, except the game handles quite realistically. The car is, true to life, pretty difficult to steer around. The sound is dull to say the least. The engine sounds like a demented bumblebee, and the skid noises are uninspired.

Racing is quite a challenge. The cars are hard to get by on the road. There is a plan view of each circuit, showing where you are in relation to the other drivers. You are quite able to try out the dirty tricks, like weaving around in front of the car behind. This can all go horribly wrong which results in a spin. It is possible to drive the wrong way around the circuit but don't expect to win any races! Gears are either autoshift or manual. Unfortunately, there is no speedometer.

Overall the game is okay but nothing special. The graphics and sound are average; sensibly the programmers have concentrated on the depth of the options side of the game instead of trying to do an overkill on the racing section. There is a lot of disk access, which means total nightmares for cassette owners.

ACC



Where in the U.S.A.



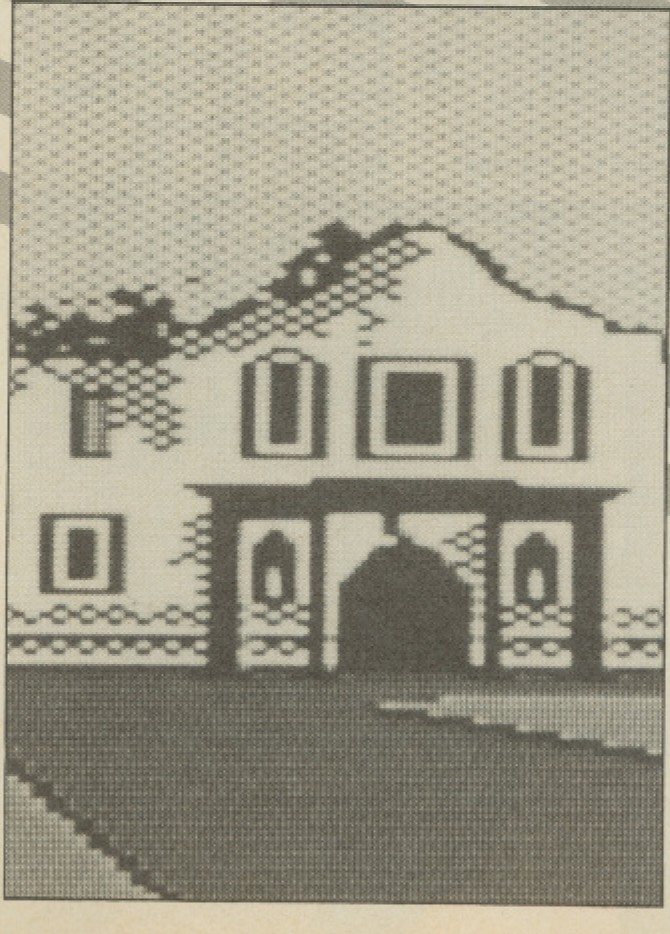
For the few of you who don't know who Carmen Sandiego is (myself included), she is a master criminal and the leader of an international crime firm who specialise in stealing valuable artifacts.This inconspicuously presents you with the daunting task of hunting her down in the United States after she has escaped from prison in Europe.

Where in the USA is a direct import from America. This goes part of the way to explaining the price tag. The other part of the reason is the size and weight of the box. It contains the game disk, the instructions, flies on the suspect members of Carmen's gang, a map and a reference book. No ordinary reference book, mind you. This is Fodor's USA, a 900-odd page book which contains absolutely scroodles of useful – and useless – information. As well as the location of each state, it also features the nickname of each, features of them and where you're most likely to be able to find wildlife etc.

The game makes heavy use of such wide ranging trivia as is featured by Fodor in his oh-so-useful book. This will no doubt be handy for anyone who wants to go to America, or who wants to go on Mastermind, or needs a handy doorstop. Going through the book takes a lot of time, and your best investigative skills will be called upon. The game starts in true movie style with the Chief giving you details of a crime. This is usually a theft, and could be anything from a sword to the Hoover Dam! By visiting the three possible sites at the scene of the crime, witnesses' information is offered to you.

This information can be as simple as the colour of the person's hair, to what type of sport they like, or clues as to where they were going. Using your trusty crime computer you can enter these personal details about the crook and come up with a short list of suspects. If you manage to reduce the number of suspects to one a warrant will be issued for their arrest. The problem is you only have one game week to apprehend the criminal. Each action takes between two and three hours, and between 9:00pm and 7:00am you have to sleep.

Once you've come to a decision as to where the crook has fled to, you can check out the possible locations on the departure list. These locations can be hidden if you want to test your knowledge of America. Or you can go through each in a systematic way using Fodor's USA. For the completely uninitiated on America, like me, this is what you'll have to do. Once you've decided where to go you can get a flight. This takes three hours. If you're on the right track an agent will appear and an amusing little ditty



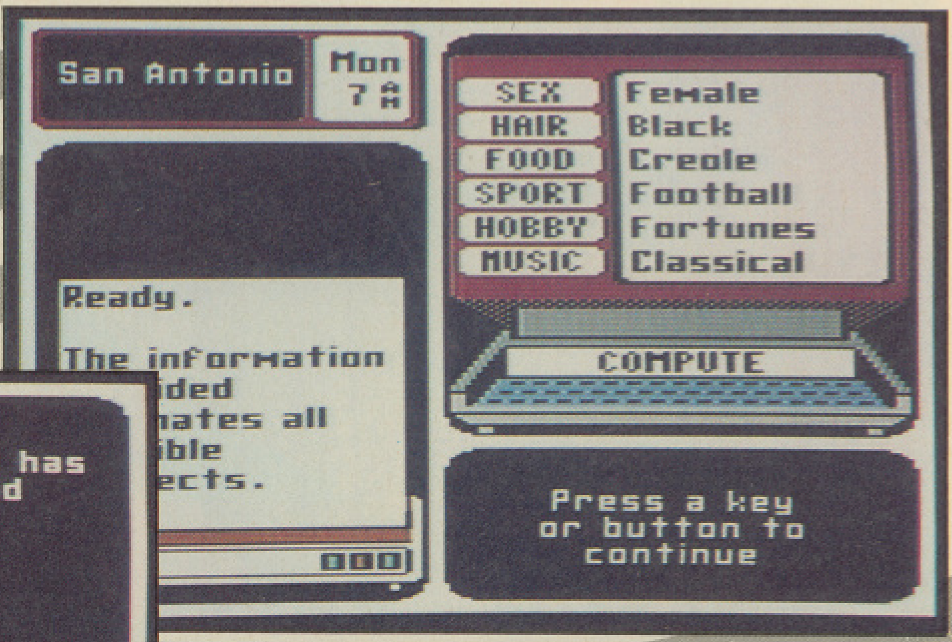
Supplier: Broderbund
Price: £29.99 (Disk)

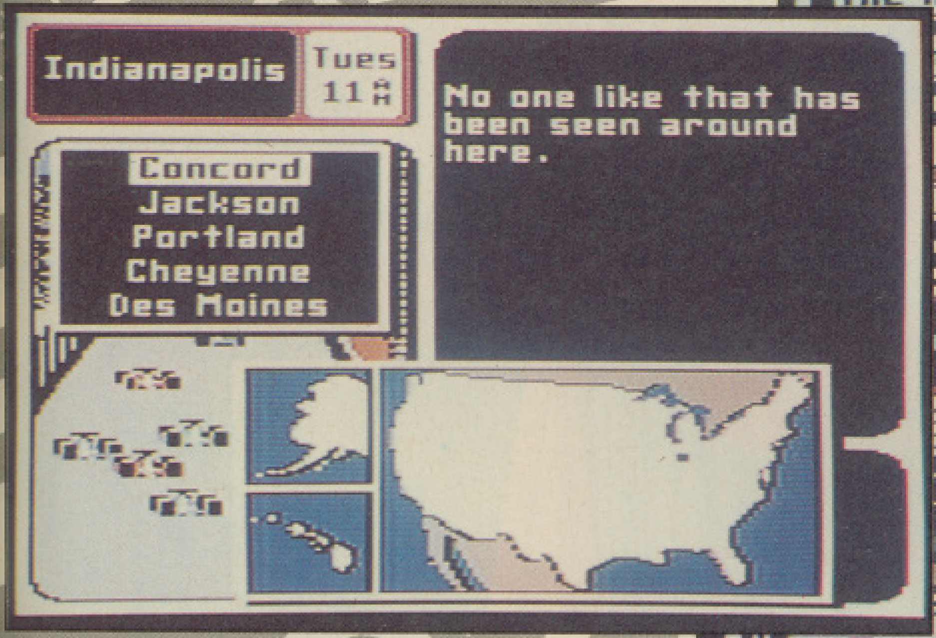
84%

Carmen Sandiego

plays. If not, you've not only wasted a three hour flight, the chances are you'll have to fly back again.

This can get very frustrating. One small mistake can wreck almost a week's investigation.







You could be right behind the criminal only to see him slip through your fingers. If you catch up with him or her then you'll see more graphics. If you've got a warrant then you'll see the criminal locked up in the police van. If not, then you'll walk back empty handed. With each successful mission your file has notes put on it and for every two you'll be promoted. You start as Gumshoe and as you progress up the ranks the clues get more and more cryptic.

Each state has its own distinctive graphics. These are colourful and work quite nicely. The graphics are generally functional as the game revolves more around searching through Fodor's USA and finding out the answers to clues. The sound is likewise functional, there to reward only. The game is very much one which is going to be of interest only to a certain type of person. Those with little patience, action lovers or people who dislike looking things up will hate it. Personally I found it very good fun, but a little repetitive after a few hours.

So with the thirty quid price tag (unthinkable quantities of Spam), you'd be advised to check the game out before parting with the readies. Certainly a game worthy of the attention of budding detectives. After playing for a while I felt fairly confident that I could ascertain the whereabouts of Rik Henderson, missing presumed insane...

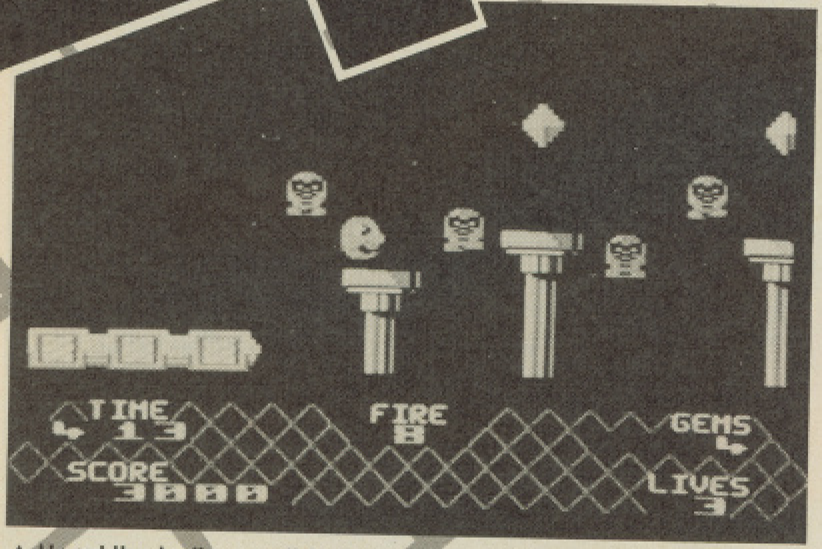
ACC


BOING
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HI POWER £2.99
YC
C64
C128

4TH DIMENS

FUN ✶ 1



▲ Head the ball – possibly the weakest in the pack!

Through the endless tracks of space it wanders. It brings a message from across the void, listen well as the message comes. 'Eat lead and die you alien scum!', oh it's just someone playing that 4th Dimension disk from Hewson, I thought it was another one of those pan dimensional beings in disguise, never mind, lets blast.

From warped dimensions to warped minds as a well endowed German angel shows the insectoid invaders that looks can kill in Insects In Space.

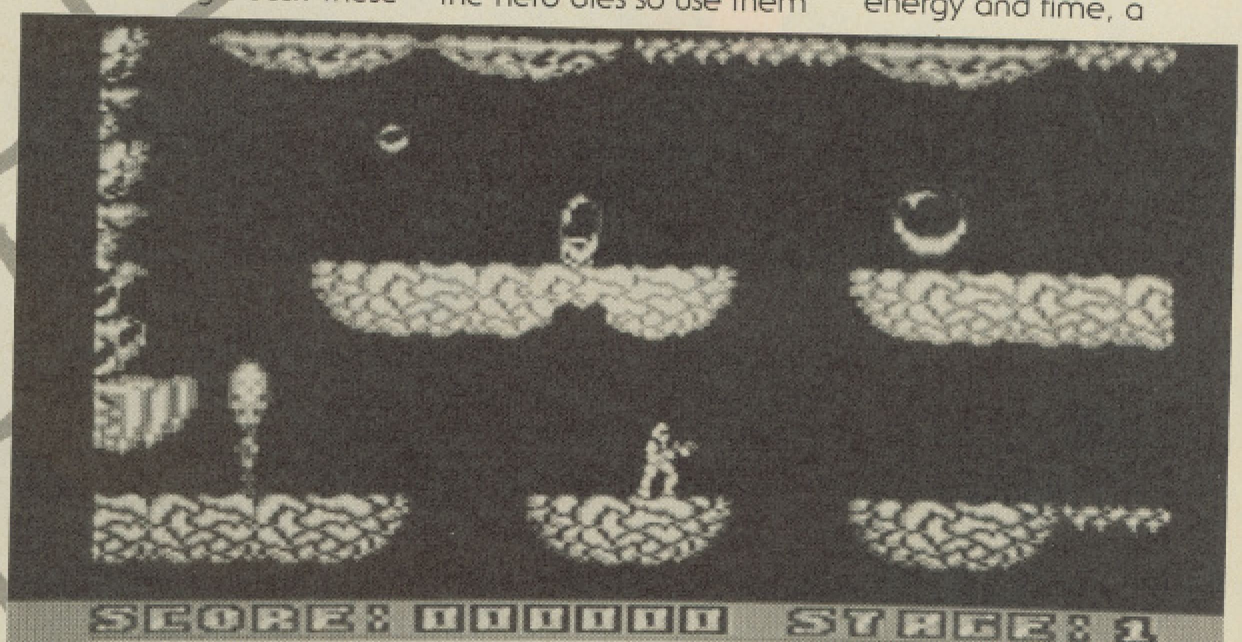
No doubt about it this is a Defender clone and a good one. The winged insects make for the babies and you make handy with those killer eyes. The rather robust heroine (sexist comment, quick, hit me with a wet fish) is more than she seems. Her laser eyes take care of most of the invaders but for those special occasions a smart bomb can be unleashed. Apart from the fire power she can open warp holes with her magic dust. These have two effects depending upon the status of the fire button. One effect is to transport the heroine to the trouble spots, the other is to exchange babies clinging to her body for bonuses, these range from extra babies to the skipping of levels.

Apart from the scenery and babies on the roof of the world this is almost a perfect Defender clone.

Head the Ball changes the pace as the globular hero bounces his way through enemy turf to rescue his kidnapped girlfriend. A limited amount of shots, smart bombs and a shield aid him. These are not replenished even when the hero dies so use them sparingly.

Bouncing past the many hostiles is only half the task as you must collect diamonds on route to pay the ransom.

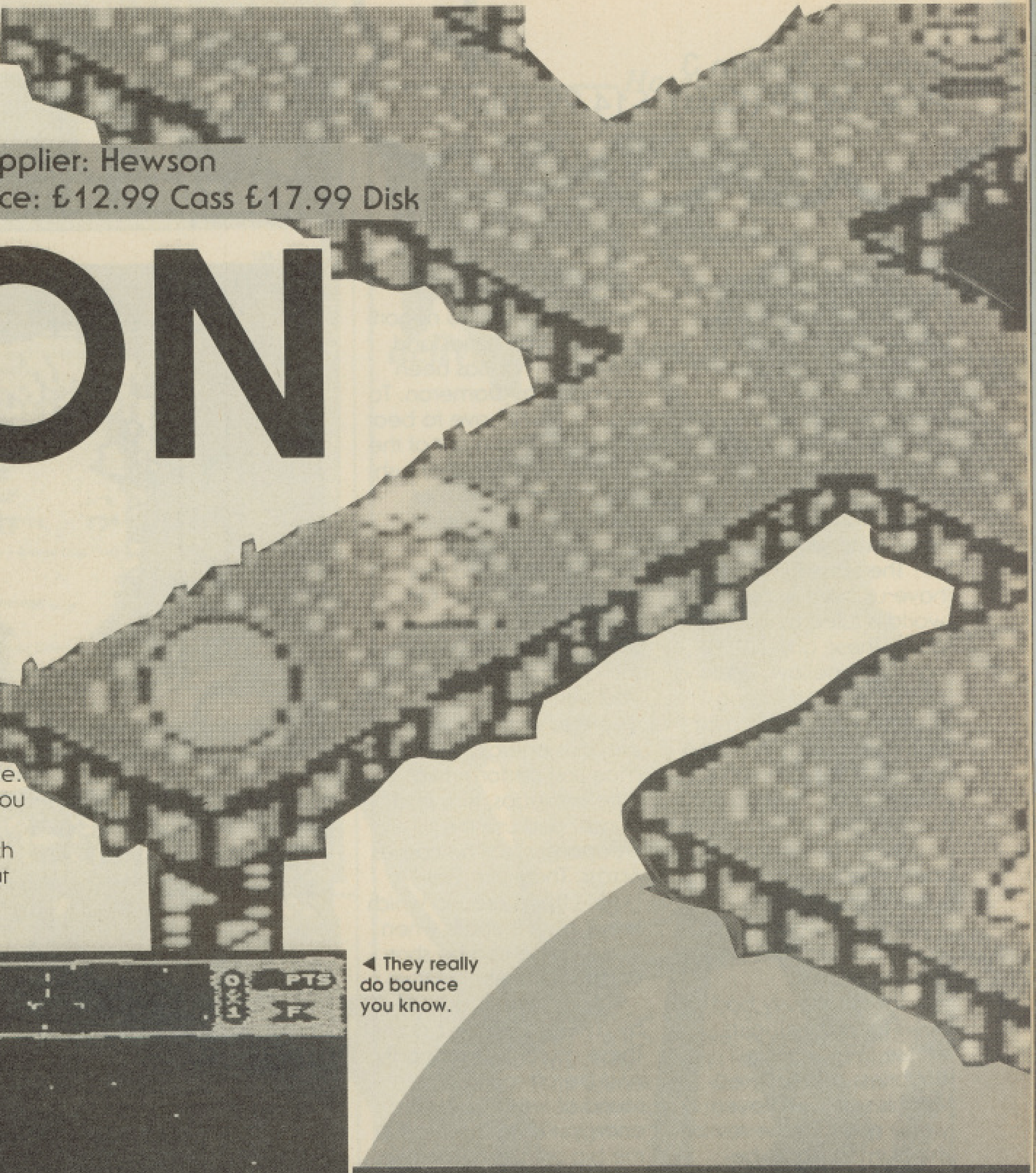
The Cyberdyne Warrior is a tough customer with an even tougher mission. Storm three planets and retrieve the droids sounds simple but the defence systems are in full swing. Leap from platform to platform blasting bubbles, hostile robots and barriers as you go, but watch out for the spikes and the occasional flame which leaps from the ground. Coins of varying value lie scattered around the landscape. Collect enough and you can visit the shop where you can purchase extra energy and time, a



▲ Cyberdine warrior – Good blasting fun. Or is that blast gooding funk?

Supplier: Hewson
Price: £12.99 Cass £17.99 Disk

NSION



weapon upgrade or a few more clips of ammunition.

A hard game but never the less fun and highly destructive.

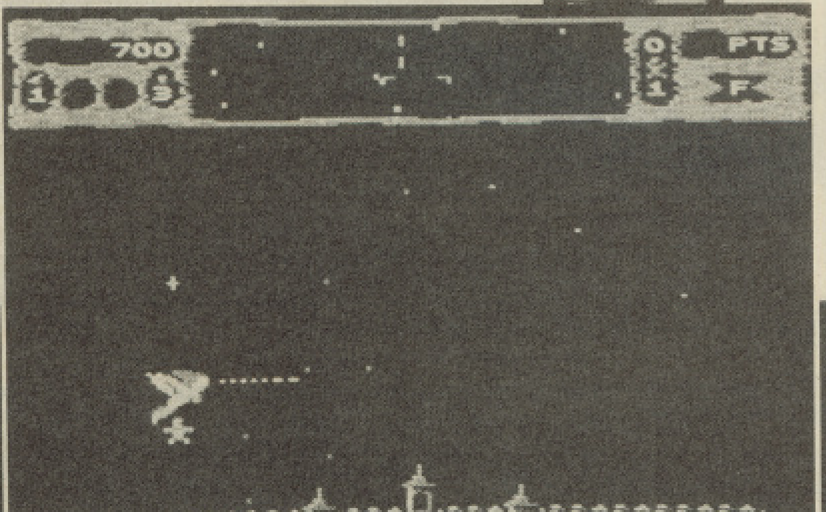
The fourth and final offering is Mission Impossabubble. The young bubbles have strayed and you must guide them safely home. To locate a youngster you must collect the eight pieces of the map which lay scattered throughout the maze like world. Small stretches of maze are joined by teleports but using these does not always send you deeper into the level.

For extra bubble blasting power to combat the storm clouds and hostile bubbles the amorphous hero must consume mushrooms. These turn the paltry single bubble destruction into a multi-directional bubble death machine.

A nice combination of arcade blasting combined with a little puzzle solving.

Four great games make this compilation of original material a must for any gamer no matter what their style.

AP



◀ They really do bounce you know.

96%

Supplier: System 3
Price: £9.99 (Cass) £14.99 (Disk)



System 3 claims to have created a new era in home and personal computer entertainment software. They don't mention whether this policy starts with Myth or not. Which is, in this case, just as well, or their new policy would have got off to an unfortunate start.

The scenario would have us believe that the world is ruled by ancient gods. These guys, whilst normally mellow, drinking herbal tea and eating Spam fritters, are in a bit of a flap. Dameron, the big nasty evil ambitious god with the cute smile, has decided to eradicate mankind. To interfere with man directly is against the rules; so he's gone through a loophole by going back in time and altering history.

This is seriously bad news for archeologists, whose lives' work will doubtless be rendered worthless. It's also even worse news for the rest of the Human Race, because they're going to die. However, Dameron's evil acts haven't gone unnoticed. The other gods have been searching for a true believer in them. Only this person could take on Dameron and destroy his evil work. So it was a tad fortunate that they just happened to find such a boy. Guess who gets to play him (no, not with him, get your eyes tested!).

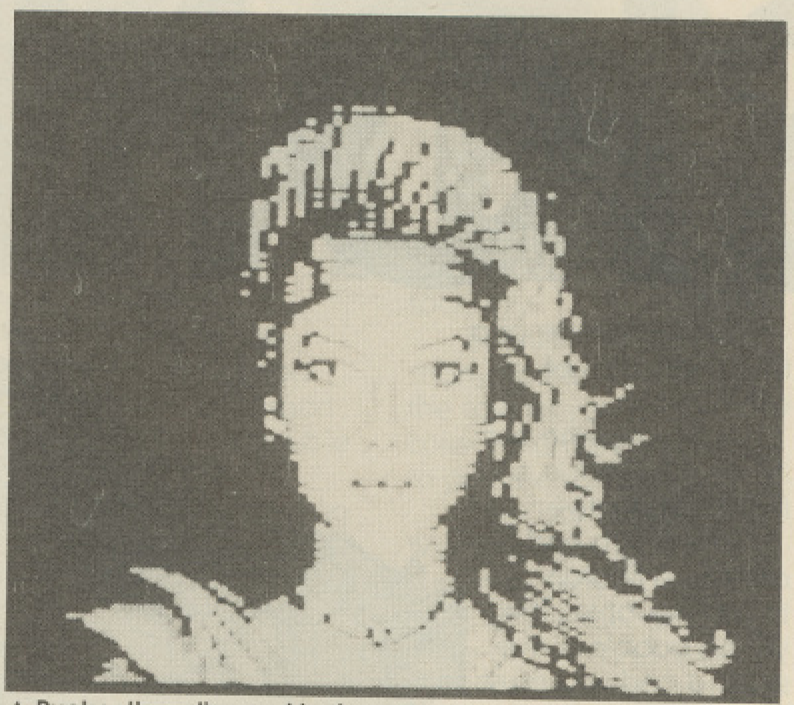
Yes, that's you. The punter, the mug, the person who parts with the cash, whoever. You'd better have had your three shredded Spam this morning because this game is anything but easy. You have to negotiate the time zones and set right what has been wronged by Dameron. To do this you'll have to beat the living Spam out of the various monsters that rush around the levels that make up each screen.

As you begin to explore you'll find that you are not alone. On virtually every level skeletons open up from the ground and slash at you with swords. This depletes some of your precious energy. Your man can perform two different leaps, kick and punch, and use the weapons which he comes across. There are Gargoyles flying around which leave blue fireballs when killed. These can be shot at the monsters.

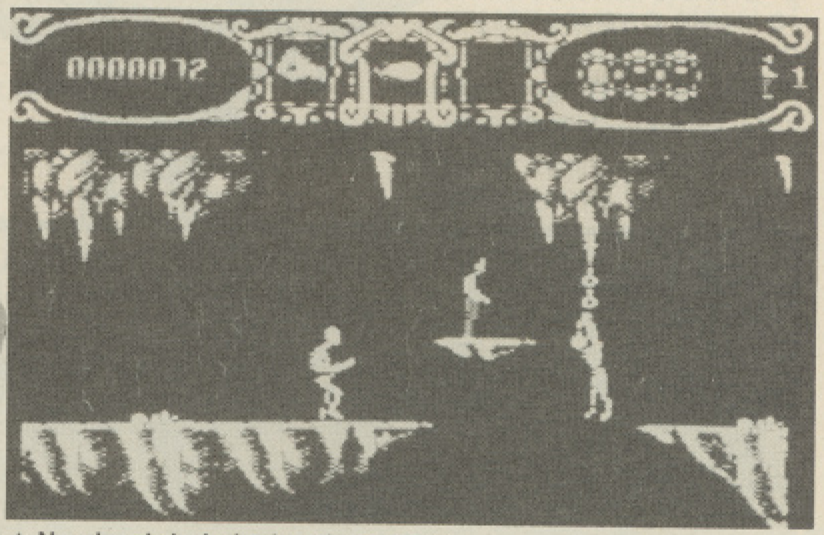
Each level is guarded by a huge Demonic nasty. These mutants are deadly and fire off round after round of lethal bolts of energy. Killing these off is the big problem with this game. The delay between selecting the special weapon and actually firing is too long. This makes the game really limited because there's nowhere else you can explore.

It's a shame because the game has a certain appeal. However, unless you're a superhuman Spam addict with six arms, or know the cheat mode, you won't get very far. Never mind, perhaps the policy for a new era of entertainment software will begin with the next game.

AC



▲ Pucker them lips and try to appease the macho meatheads!



▲ No closets but plenty of skeletons.



▲ BELCH!!! Take some Andrews!

64%

DATEL ELECTRONICS

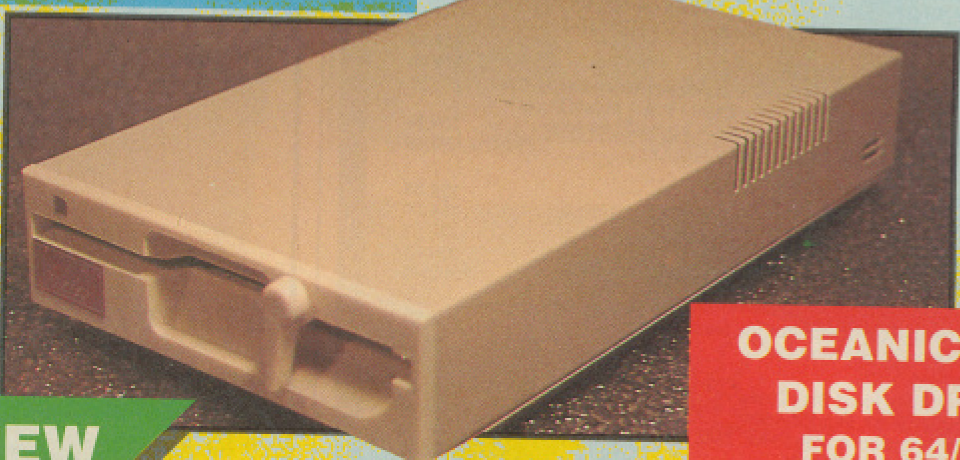


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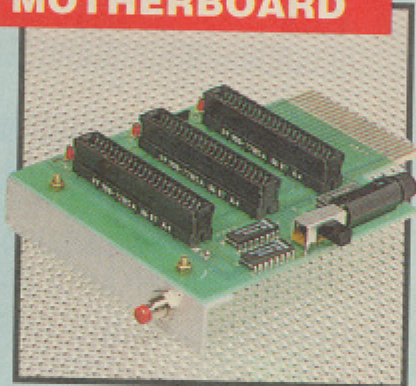


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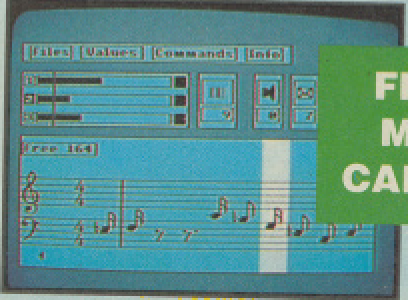


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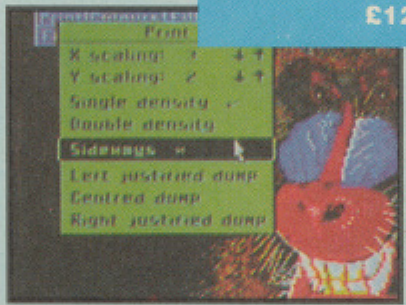
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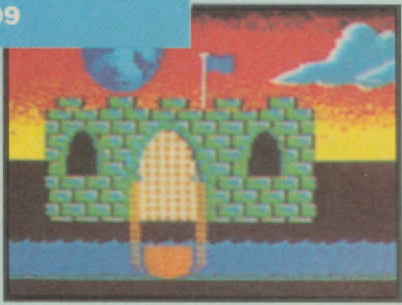
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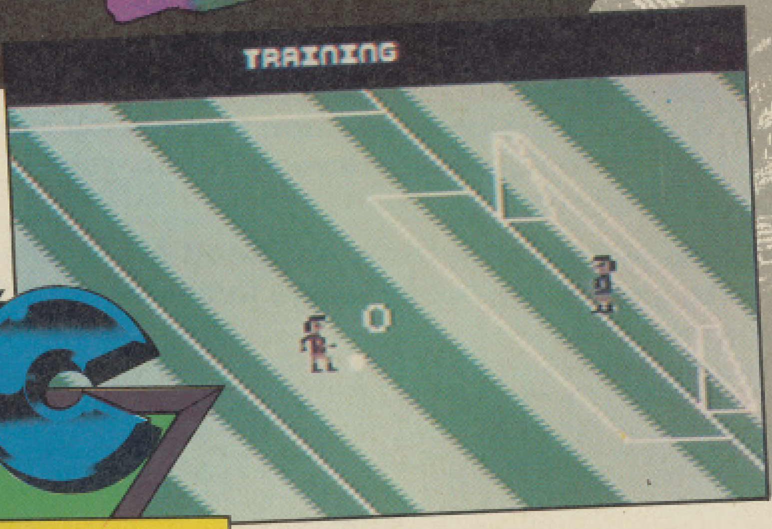
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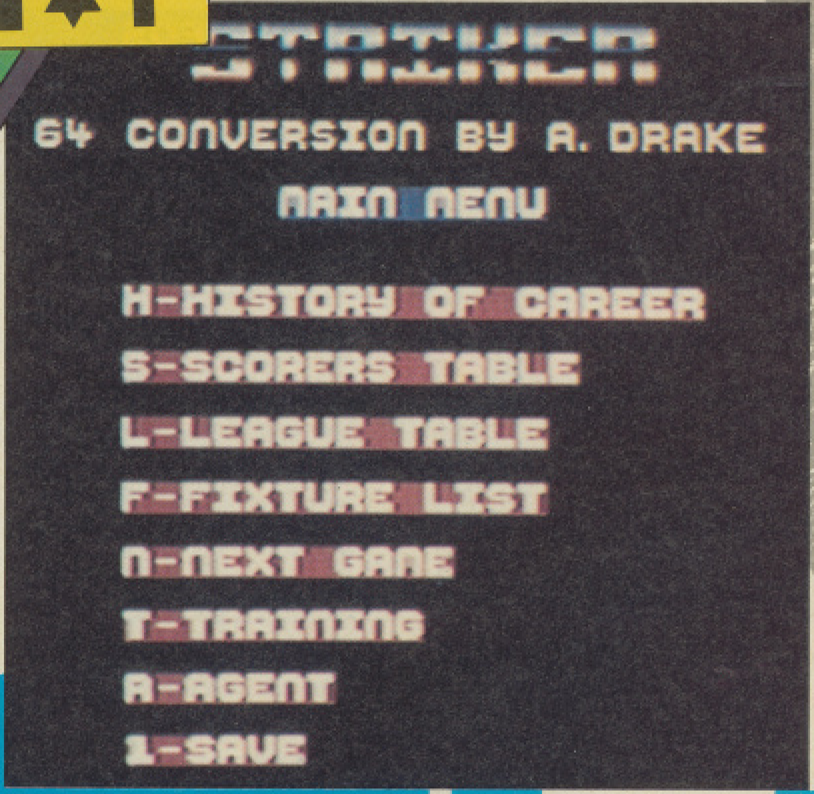
bargain bucket

STRIKER

96%

FUN ✱1





Supplier: Cult
Price: £2.99

After the success of both Footballer of the Year and its sequel, Cult, the budget arm of simulation specialist D&H Games, has released its own attempt at much the same subject.

You are a striker who has been given a break in the fourth division at the naive age of 18. All you have to do to become the new Ian Rush is to score goals, or do you? There is in fact much more to it than that, and Striker emphasise this.

Instead of concentrating on the arcade qualities (like FOOTY), Striker is a simulation of more realistic proportions, although there is an element of arcade action when goal scoring. It has four English divisions, plus FA Cup, and for International leagues (German, Spanish, French and Italian) plus cups for each of them. You can basically be transferred to any club in any one of them, if you're good enough, this is all handled by your agent.

Alternatively you could just try and win numerous promotions with the team you start with. This means that there are many personal goals you can set yourself. There is a goalscorers chart and a personal honours list. If you get injured in a match, you can train yourself back up to full fitness by scoring goals in the training section.

A superb footy sim, that whilst being a fairly longterm game, is certainly no slog.

RH

WORLD CHAMPIONS

Supplier: E&J Software
Price: £2.99

Yep, I can now confirm that the World Cup is happening this summer, and for the first time in its history, I reckon the computer software milking the occasion is matching up to its name and superb atmosphere.

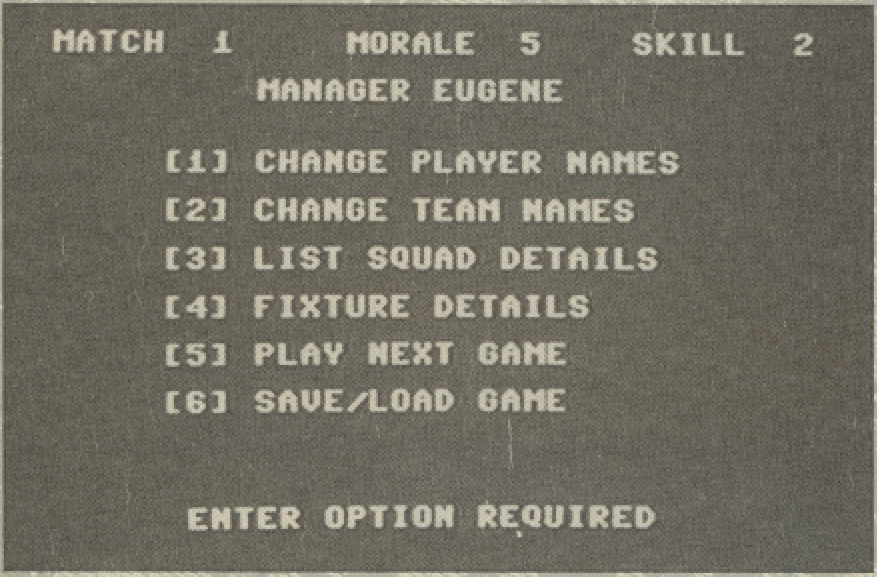
Although the world and his wife are all flooding the market with enough football games to fill Neil Kinnock's gob, this is no problem, as long as you know which games are worth parting with your dosh for.

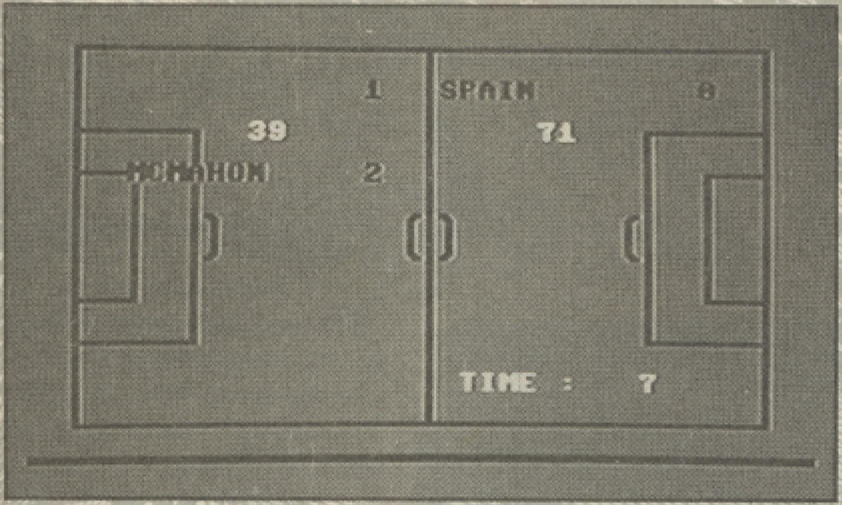
World Champions is certainly one of those games, being one of the few appearing that features the managerial side of the ball game. And it does so with such simplicity that it is easy to get into and fun to play.

It has all the most important features (tour matches, qualifying rounds, penalties, etc.) to make you feel like an authentic international manager, apart from wrinkles, dentures and an ability to slate the press (those you'll have to supply yourself). The names in the database are an almost accurate prediction of the players in the real World Cup squad, but you can change them if you so desire, and the result adjudication section is fast enough to help you retain interest.

With 7 skill levels and at a budget price, World Champions is not quite the best, but certainly one of them.

RH

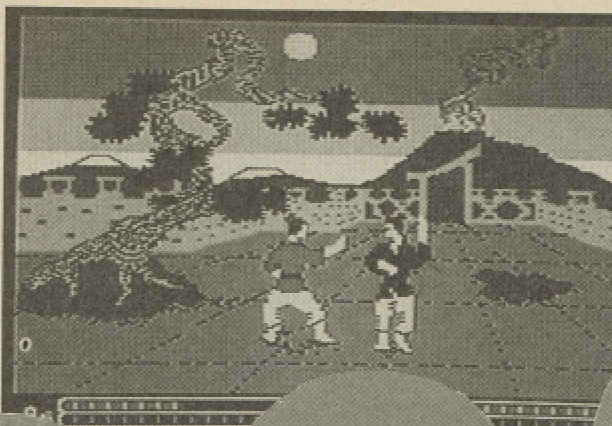




86%

FUN 1





Supplier: Kixx
Price: £2.99

SAMURAI TRILOGY

23%

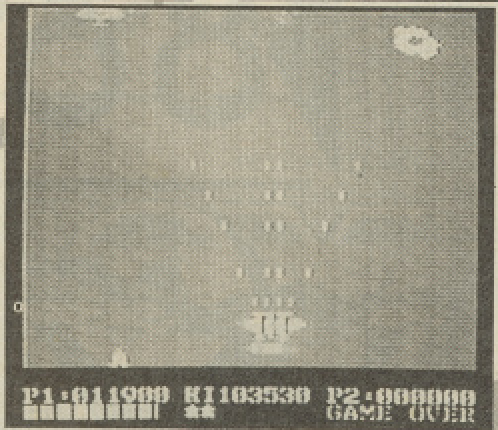
Supreme Master, Chu Yu, he say "A man who trains well and fights wisely shall emerge Samurai War Lord." Forget these words of wisdom. Prove yourself worthy of this coveted title, turn, shuffle forward and high-kick The Great One and turn him into Chop Suey. It takes up less energy and requires better tactical decisions.

It's no fun and high kicks at Chu Yu's training school as you laboriously demonstrate your fighting skills and mental agility using a trilogy of combat techniques, Karate, Kendo and Samurai. Tactically the game has potential. Before combat you'll suss out the opponent's abilities and strategically counteract them. Remember though, morale is measured, so don't go upsetting your master! Training is also provided with twelve different routines to choose from. This is your defence. Now for an attack initiative. Between each stage of combat you must distribute power points according to your attributes. Miscalculation or over-exertion may result in death. However, extra attack strength may be awarded.

As a combat game, even at a budget price, the graphics are poor and action is slow. For a true taste of the Orient, nip down to your local take-away and meditate over the after-effects!

EB

1943



82%

Supplier: Kixx
Price: £2.99

And now for an important Bulletin. Target: Kaga. Confirmed. Commencing Attack. May you fight bravely. End.

Gee, I'm scared, this is my opportunity to help change the outcome of World War II, to relive the titanic struggle for supremacy against the battleship Yamato and its legions of defences. Wow, did I put up a fight!



Armed with six secret weapons and the controls of a magnificent P38, I blasted my way through enemy skies, blasting everything in sight. It certainly was scary up there, I rolled, I dodged, I shot. Sometimes shooting power was weak, you then know it's time to collect POW symbols to increase firepower. Collect a smart bomb and you destroy everything in sight. These are limited, beware.

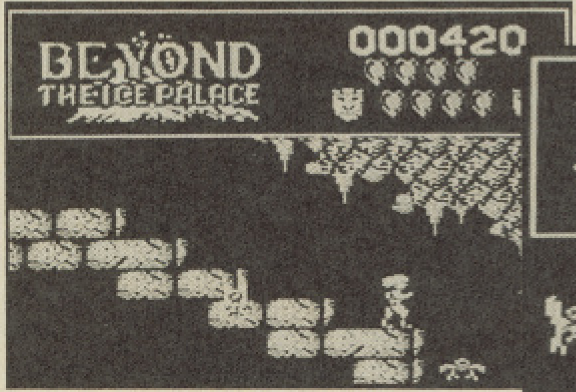
Mission complete. With the aid of this superb shoot-em-up with a difference, I earned my wings and who knows without my help we might now all be living our lives under the shadow of the Rising Sun. Well worth a fly!

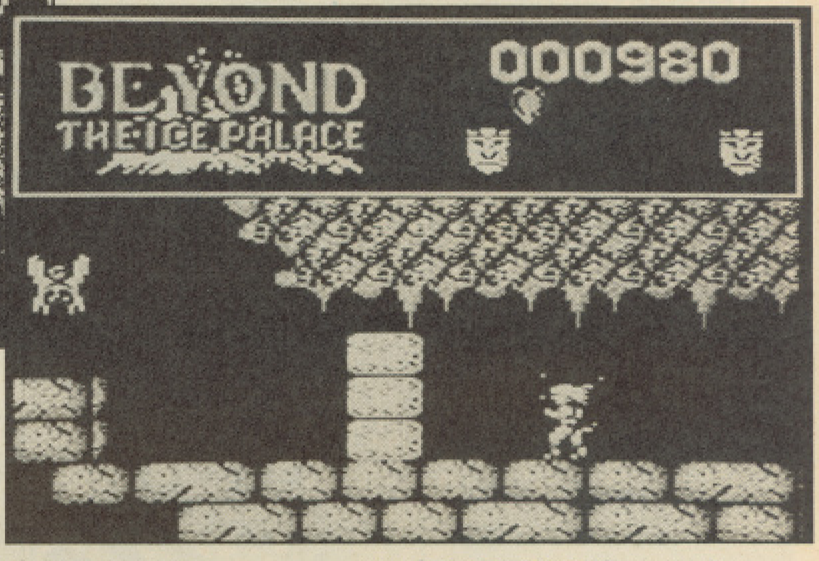
EB

BEYOND THE ICE PALACE.

Supplier: Encore
Price: £2.99

67%





So this is the game that they heralded as the unofficial sequel to Ghosts and Goblins. One wonders why though, as it doesn't even attempt to emulate the latter game's gameplay, graphics or ideas. it, sadly, isn't even as good, but not such a bad release at a budget price.

Bare chested and armed with more steel weaponry than the average military museum, you've got to run around a multi-directionally scrolling labyrinth of ladders, platforms, and stone walls, basically smegging the heck out of ogres, ghoulies, and others chosen from an extra large pack of nasties for every occasion.

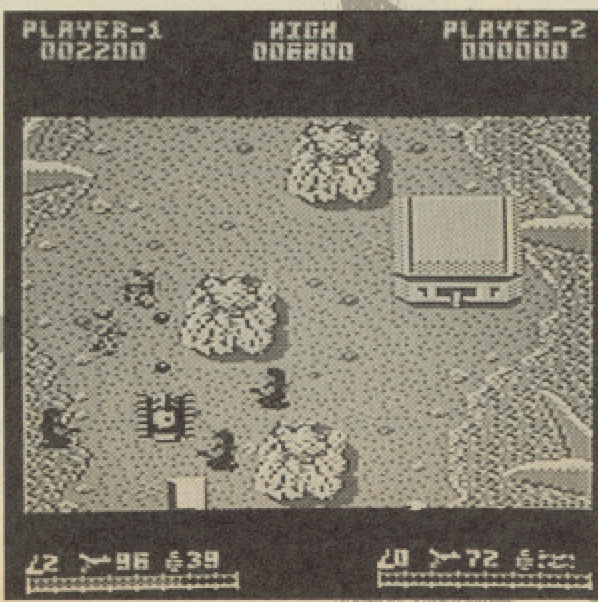
And that's about it, apart from the fact that you get spirits (sort of smart bombs, fantasy style) to help in the liquidization of the evil ones. A limited game with a fair amount of things to recommend it. if you're not scared away by the hardness of the whole thing you'd probably find a lot in it. I didn't.
RH

IKARI WARRIORS

Supplier: Encore
Price: £2.99

Time again to dig out the grenades, slap on the combat gear together with designer head-band and prepare to show 'no mercy' in the famous home computer version of SNK's hugely successful coin-op.

So you want to be a war hero, huh? Here's your chance son! General Alexander Bonn has unfortunately been seized by revolutionaries, Gasp! Fortunately he relayed a mayday before his final capture, Ha! Rescue him. Crash! Yikes, you land in dense jungle, deep in guerrilla territory a distance from headquarters, lacking vital supplies to win through. Shock horror, on all sides gather trained marksmen and combateers. Win through you must! Go it alone or with a buddy up the vertically scrolling landscape of blood, sweat and bullets shooting everything in sight, dodging helicopters and mines. Even heroes are tactical so ambush enemy tanks and use them yourself. Collect fuel and grenades left by the enemy. All this and alluring sounds to add to the realism of life or death.



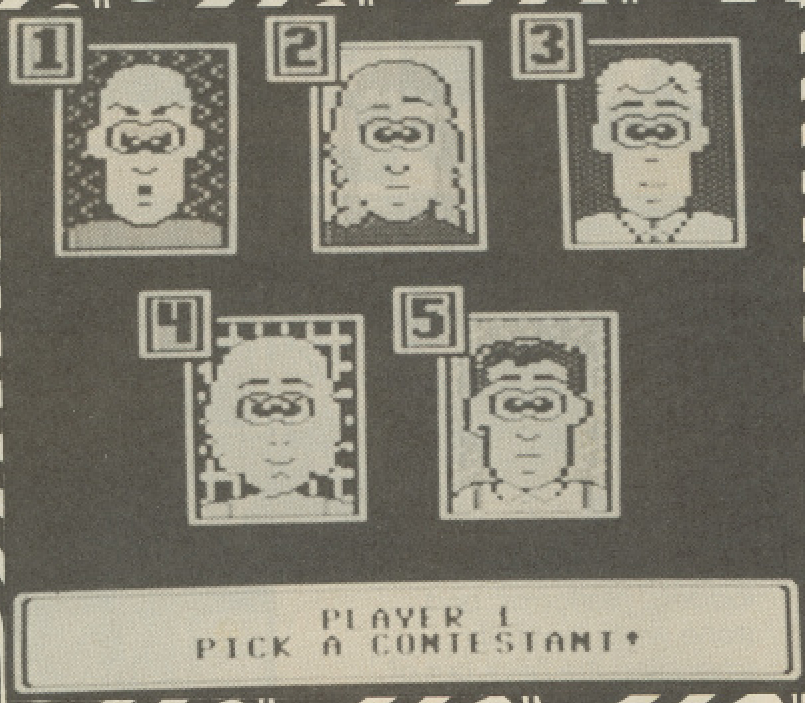
At a budget price, if combat's your game, then it's blasting good fun.

79%

PUB TRIVIA SIMULATOR

FUN ★ 1

Supplier: Codemasters
Price: £2.99



If, like me, you spend your hard earned cash on arcade games, fruit machines and trivia games, you are the ideal target for at least one of the Codemasters 'simulators'.

Pub Trivia Simulator is an attempt at emulating the flashing box in the corner of most fleapits, that pretends to be able to churn out cash to anybody with half a brain. Unfortunately with a skinfull of beer swilling in your belly, and wrecking your line of thought, the most likely outcome is a pocket less of many spondoolics, and sore lobes care of loud friends.

This it doesn't simulate, which is just as bally well. But it DOES offer a very reasonable attempt at amalgamating the sweaty finger pressing action of the machines, and what is enjoyable to play on a home computer.

You can have 4 players, all squeezed around the keyboard (adding towards realism in the aroma stakes), and although real money does not feature, at least you can pose your superior intellect to your plebian friends.

With superb graphics, nice musical interludes, and a scoreboard with 'plonker' on it, you can't go wrong. Get a few friends 'round and a truckload of Cokes and away you go.

RH

92%



FAST FOOD

Supplier: Codemasters
Price: £2.99

Wow man, I'd just come down from a freakout Jelly Tot Trip, and I'm faced with an egg with arms and legs, running around eating hamburgers and stuff, whilst being chased by monsters that look like wine gums. Oh maaaannn! I'm, gonna have to give up the Mars Bars.

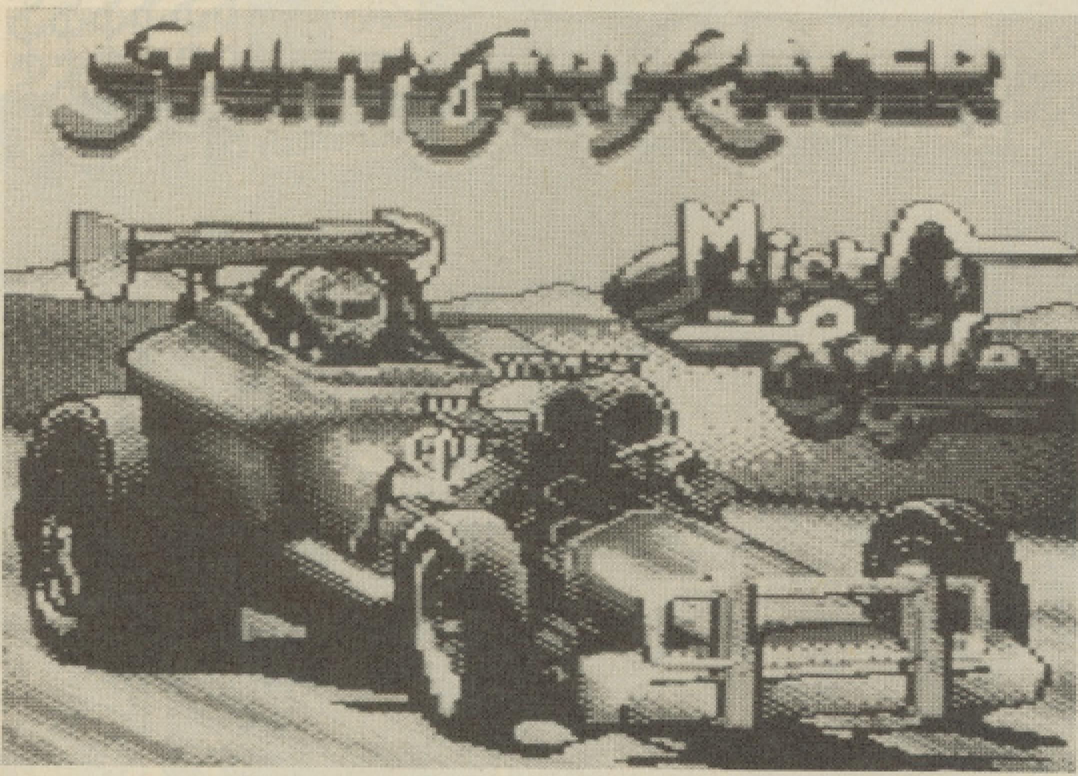
Fast food is, supposedly, a game designed with kids in mind, but it's a game that even experienced games players would get a reasonable amount of satisfaction from. There's 30 levels of Pacman style gameplay, ranging from 'yawn' (for the youngest amongst us and Adrian), to 'quick, pass me those blister pads', and the best thing about this is you can start the game on any of the first 20.

Graphically it would appeal to children everywhere, as it is very colourful albeit basic. Every three levels there's an added bonus of a small animated cartoon-like sequence, which breaks up the intensity (and repetitiveness) of the gameplay. Sound is at fault though, with the same tune just repeating itself all the way through, infuriating would be a good word to use to describe it. Not a bad little game, if a little limited.
RH



78%

THE YC WOBBLY AWARDS 1989 – RESULTS



And here they are, the unstiffiest awards in the industry, voted by you scruffy lot (so if you don't agree with the outcome, it's YOUR fault). I'd just like to thank you for the tons of entries that flooded our office, my mum, my sister, my dad, the woman at home who cooks my meals, my dog, and the man in the newsagents because he's nice!

GAME OF THE YEAR

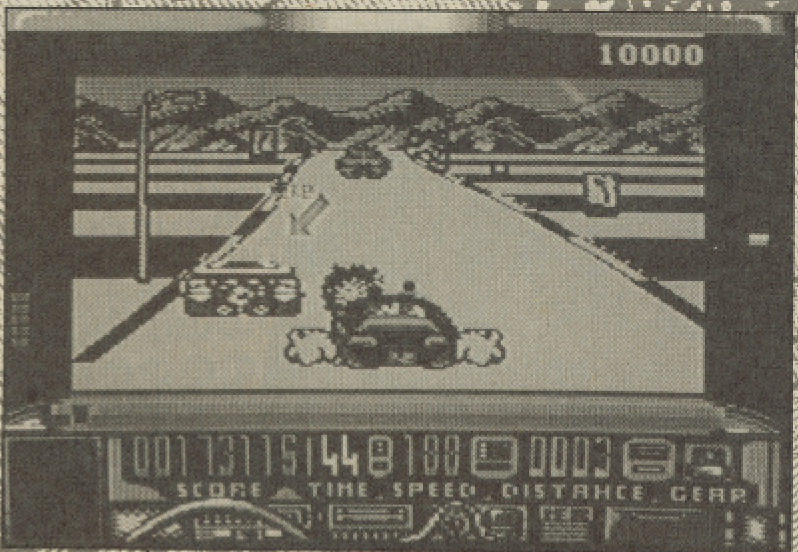
Winner: **STUNT CAR RACER** (Microprose)
Runner up: **TURBO OUTRUN** (US Gold)

To be honest, this came as no surprise, although one may have thought that the honours would have been vice versa. Stunt Car Racer won around 70% of the vote though, so you must like it.

SIMULATION OF THE YEAR

Winner: **STUNT CAR RACER** (Microprose)
Runner Up: **TURBO OUTRUN** (US Gold)

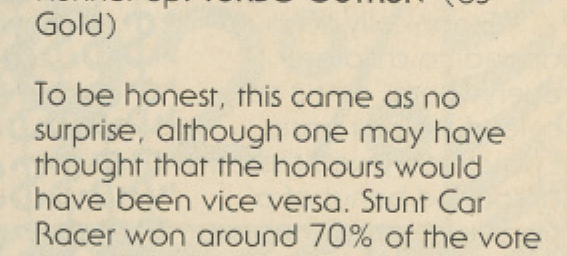
A repeat of the Game of the Year award, although I'm not sure that Turbo Outrun is really classified as a 'simulation'. Honourable mentions go to Fighter Bomber and War in Middle Earth (Heaven only knows why).



ARCADE GAME OF THE YEAR

Winner: **CHASE HQ** (Ocean)
Runner Up: **OPERATION THUNDERBOLT** (Ocean)

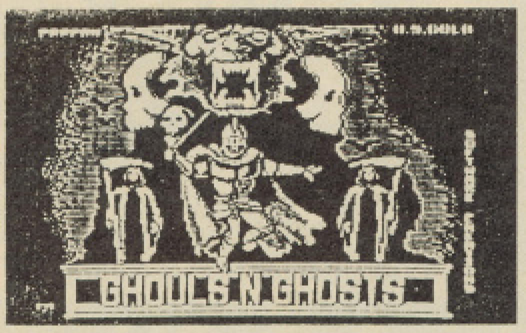
What is most surprising here is that Turbo Outrun won only a small handful of votes for this category. Chase HQ did very well indeed seeing as it had only been out for a few weeks last year.



ADVENTURE OF THE YEAR

Winner: **SCAPEGHOST** (Level 9)
Runner Up: **INDIANA JONES AND THE LAST CRUSADE** (US Gold)

Last year wasn't a very good one for C64 adventurers. Scapeghost won by the highest majority I've ever seen (91%), and Indy (the adventure version naturally) swept up the rest of the votes.



BEST SOFTWARE HOUSE

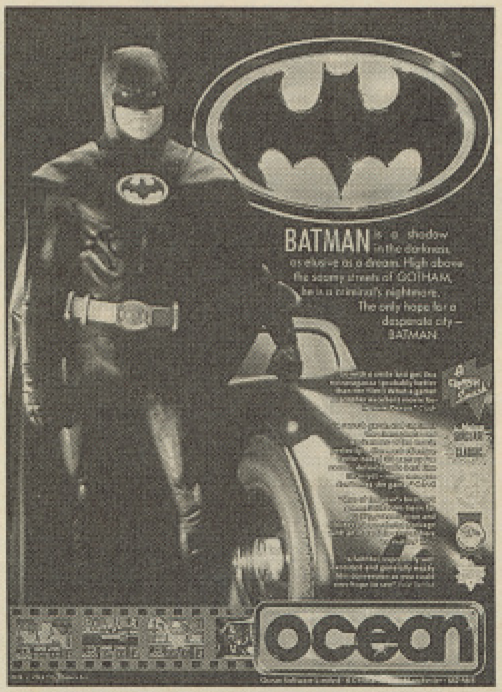
Winner: **OCEAN**
Runner Up: **US GOLD**

This was the closest fought award of them all, with Ocean winning 36% of the votes and US Gold winning 34%. Activision was very unlucky not to be in the top two, winning 31%.

PROGRAMMER(S) OF THE YEAR

Winner: **GEOFF CRAMMOND**
Runner Up: **PROBE SOFTWARE**

Geoff was a very popular choice, no doubt, for this Stunt Car Racer, and the Probe team (for Turbo Outrun) were never really likely to match him. As a consolation for them though, nobody else got close.



BEST GAME MUSIC

Winner: **TURBO OUTRUN** (US Gold)
Runner Up: **GHOULS AND GHOST** (US Gold)

A clean sweep for US Gold, and the first award Turbo wins. Ghouls and Ghosts get its first mention too.



BEST GAME GRAPHICS

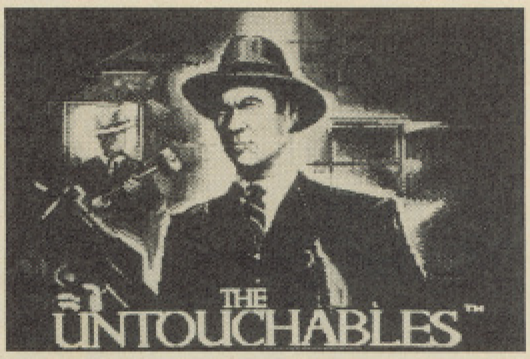
Winner: **TURBO OUTRUN** (US Gold)
Runner Up: **THE UNTOUCHABLES** (Ocean)

And Turbo does it again, to add to the multitude of awards US Gold seem to always acquire. The Untouchables gets close yet again!

FAVOURITE GAMES ADVERT

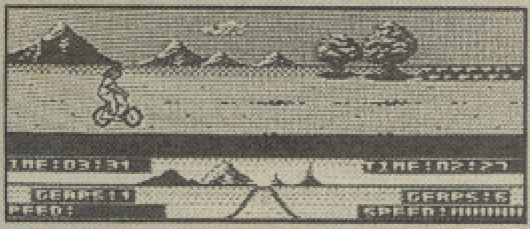
Winner: **BATMAN – THE MOVIE** (Ocean)
Runner Up: **THE UNTOUCHABLES** (Ocean)

Another clean sweep, although from a different source. This goes to prove that it is quality AND quantity that matter. This was the only award for Batman (strange).



WORST GAME OF THE YEAR

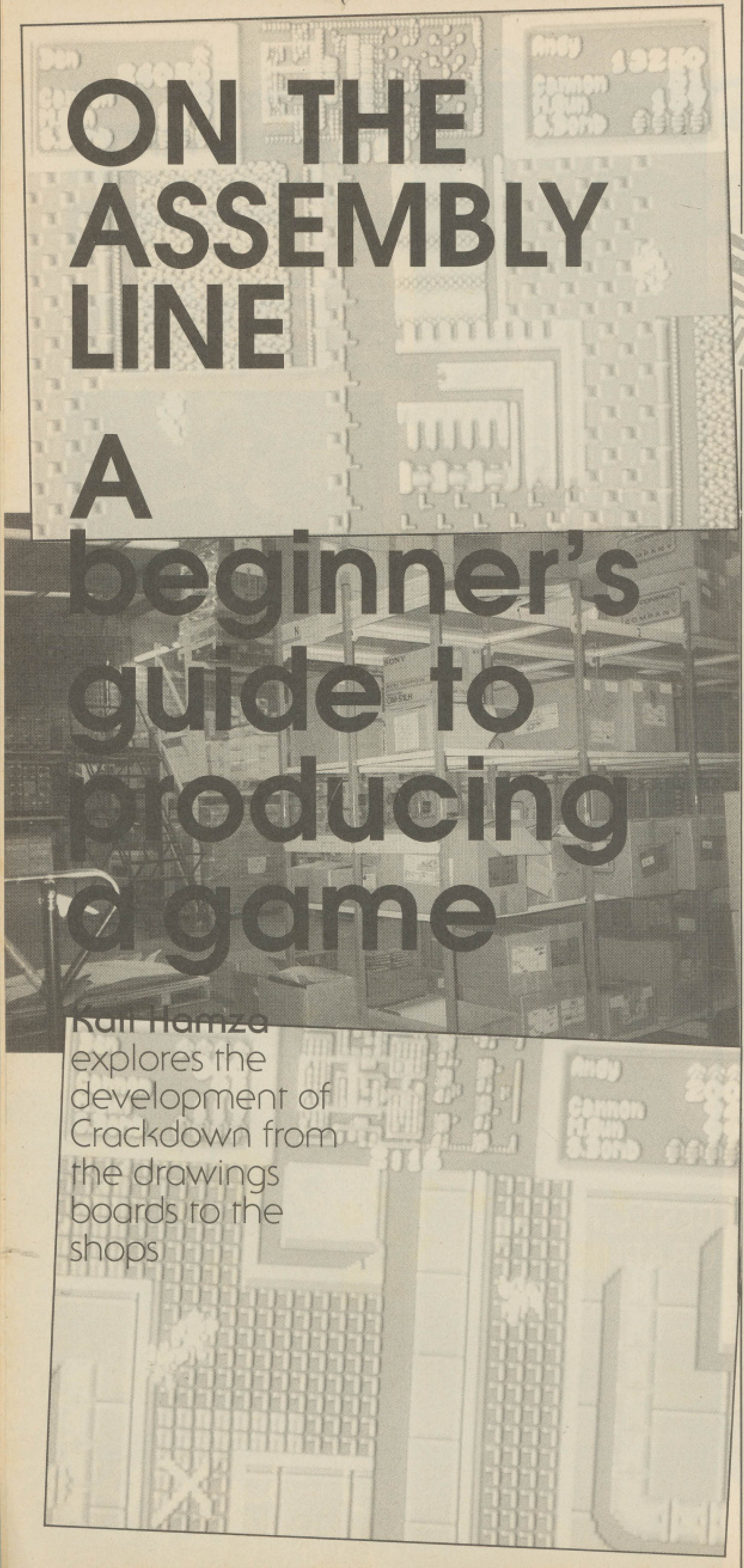
Winner: **PRO MOUNTAIN BIKE SIMULATOR** (Alternative)
Runner Up: **GEMINI WING** (Virgin Mastertronic)



Not the award that everybody wanted to win, but a worthy winner methinks. Other games that should be mentioned are Dragon Spirit and Super Scrambler Simulator ('cause they're poo!)

So the sun set on award city, and US gold and Ocean should be pleased for sharing most of the accolades. Stunt Car Racer comes out with two winners certificates and everyone who voted should get a good old slap on the back for a job well done.

The 10 winners of the Game of the Year are as follows: Paul Fry – Farnborough, Mike Mills – London N19, Paul Curry – Manchester, Sharon Butterworth – London W2, Harry Reece – London SW5, Martin Campbell – London E2, Chris James – Milton Keynes, Tracy Groves – Reading, William Murray – Devon, Mark Brooks – West Lothian.



ON THE ASSEMBLY LINE

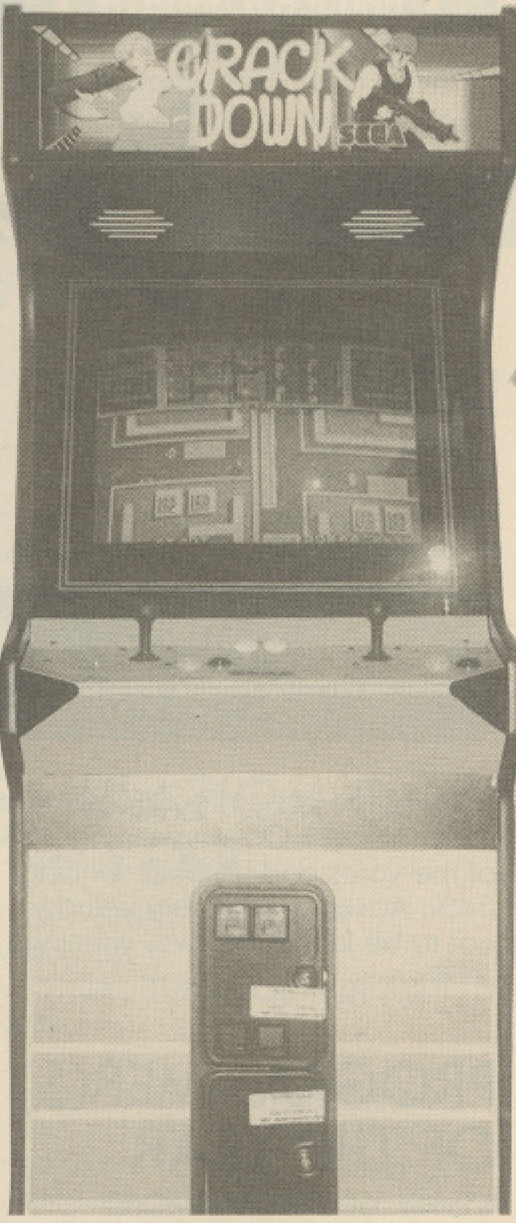
A beginner's guide to producing a game

Kati Hamza explores the development of Crackdown from the drawings boards to the shops

Everybody knows computer games don't grow on trees. They come from shops. But how do they get there? Who makes sure that they're not full of bugs? Who masterminds the adverts and who decides what to put in the box? To find out what really goes on behind the scenes we took a look at the production of one game – US Gold's conversion of the Sega coin-op, Crackdown – and spoke to some of the people involved.

THE COIN-OP

From little arcade machines multi-format arcade conversions grow. In this case, a licensing deal between Sega and US Gold gets the show on the road. The coin-op is a huge



▲ The arcade machine.

two-player job, big enough for you and a mate to stand in front of without once getting elbowed in the ribs. What's more, it's one of Sega's brand new system 24 machines. In other words it's got a

stereo FM digital sound, hardware scrolling, a huge monitor and a specially designed hard disk drive. The scenario's all about two mega-cool service agents – Ben Breaker and Andy Attacker. They're out to stop the evil Dr K by laying mines all over his evil fortress and killing any biogenetically engineered androids they meet on the way. All this and more has to be squeezed into six different formats in six short months.

THE MAN WITH THE WHIP

David Baxter's the name, development's his game. Once the deal is struck, it's up to Dave to commission a team of programmers who can finish the project within the time and budget allocated. Development houses like Software Creations (Bionic Commandos, LED Storm), Tiertex and the Assembly Line (Pipemania) are all on his contracts list. Which one he picks usually has something to do with the kind of Software they've produced before. Obviously if someone's just churned out five arcade conversions you don't suddenly go mad and give them a vector graphics game.

Occasionally a licence is put out to tender – the best game-design usually wins the contract – but that wasn't the case with Crackdown. A bleary-eyed Arc Developments were just putting cursor to pixel for the very last time on their previous project, Forgotten Worlds. They needed something new to convert and Crackdown was the obvious choice.

Once the ink on the contract has dried it's up to Dave and his team of Project Managers to make sure that everything's running to schedule. If the graphics aren't up to scratch or there's some vital feature missing from the gameplay it's up to them to spot it. Ultimately it's the Project Managers that have overall artistic control. 'We can go back at any time and say, "We don't like that. I don't care how you do it, I don't care if you've got no more memory, it's got to be changed".

Obviously things do go wrong. Projects don't always run to schedule – Ghouls and Ghosts, for example took 11 months to complete – and some occasionally get abandoned mid-game. Luckily there's a contingency plan: 'If a programmer dies of runs off we just throw it at a company called the Code Monkeys and they finish it off.'

THE BOFFINS

From System 24 to C64. The boys with the brains have been working as Arc Developments for no more than a year. Before that they were coding together just down the road in another part of Brummy, at Elite. Arcade conversions are what they like doing best, preferably all formats at exactly the same time.

Byron Nilsson is the man in charge and it's up to him to co-ordinate the team. Not that there's too much organising to do in the very early stages – to familiarise themselves with the arcade machine they just had to play it over and over and over again. 'We didn't even have a pause mode so if we wanted to see the final level – Level 16 – we just had to play right through to Level 15 and finish that first.' Paul Walker, graphics artist, ended p sitting in front of the machine and copying everything he could straight into Deluxe Paint III.

The first step was deciding who was going to do each machine conversion. Chris Coupe (not Sam Coupe? – Ed), got the 64. To avoid a mad last-minute rush, work was organised according to strict schedules worked out with Byron.

Apart from having to settle for burst scrolling (pixel scrolling proved just too slow) most of the 64 game-play has stayed essentially the same. The coin-op's elaborate presentation sequences had to be cut out but the screen display and all the levels are still intact.

Arc develop on PCs and convert their code to the target machine via PDS using their own specially designed routines. The graphics are only drawn from scratch once, on the Amiga. Arc's home-made routines mean that they can be converted to Spectrum, Amstrad, 64 and St in a matter of hours. Any necessary adaptions are usually minimal.

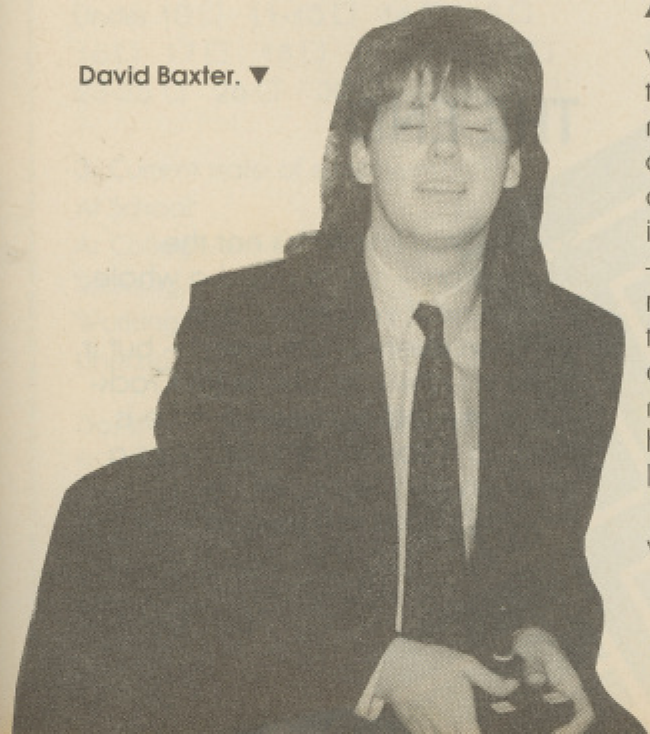
THE PLAY-GROUND

A couple of months into development, the play-testers step in. Steve Fitton and Martin Smith usually get to see a minimum of two versions per format. They test for playability and difficulty as well as technical problems. Any bugs discovered are marked on the relevant report form and sent back to Arc. If they're unlucky a test-period can run to about 10 differ-

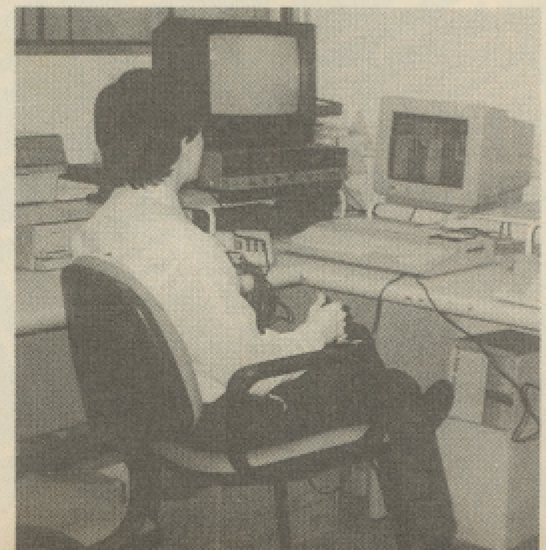


▲ Arc Developments.

David Baxter. ▼



▼ One of the playtesters at work.

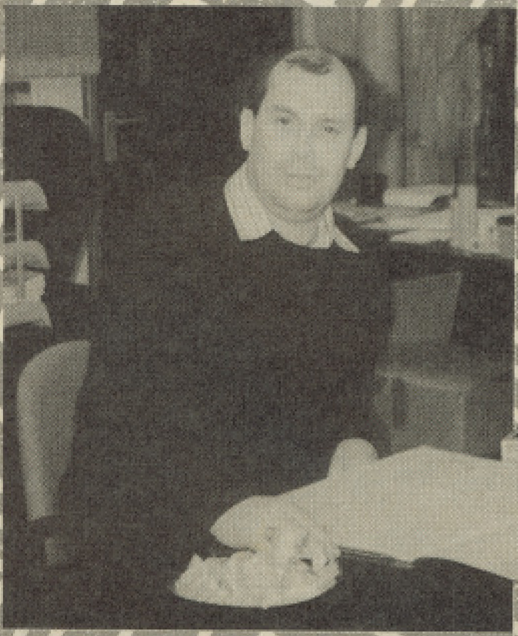


ent versions – testing Road Blasters for example, was 'a bit like running the London Marathon.'

THE FASHION EDITOR

'Software is a fashion industry' claims Bob Kenrick, Production Manager. There are trends in advertising and packaging just like in mini-skirts and jeans. Crackdown packaging isn't finished yet, but it should feature the two heroes looking well trendy on the cover.

It's part of Bob's job to ensure that the artwork and all the right symbols, magazine awards and words go on Crackdown's box. He also deals with instructions – not just in English, but translated ready for shipment to other parts of Europe as well.



▲ Bob Kenrik.

Mastering, which is done in-house, is another of his headaches. Quite often the copy protection can cause bugs which need to be ironed out before the final masters are finished. After that they're sent out for duplication, boxed and stacked in the warehouse, ready to be sent to the distributors and displayed on the shelves in your downtown software shop.

THE HYPERMARKET

The game's swell, but will it sell? Susan Baker, Product Manager for US Gold's American projects is there to make sure it does.

Fairly early on she commissions a product's promotional material from Camel, an independent advertising agency in Sheffield. While they're getting their act together, Sue briefs the PR department (more of that later) and gets ready to present the product to major retailers and distributors, the people who actually send the games to your local store.



▲ Sue Baker and Danielle Woodyratt ready for action!

Quality is the most important factor determining how many units of a particular product a distributor will take. If the reviews are good they take larger amounts. It's hard to tell at this stage, but Crackdown looks as if it should do pretty well. As for US gold's best-selling product ever? You guessed it – it was Out Run!

THE HYPE

It doesn't matter if you've got the greatest game in the world ever; if the media doesn't know about it, it won't get reviewed. Danielle Woodyatt, Public Relations Manager, is here to make sure that a new product like Crackdown makes a big splash.

Basically, this means playing the game till she knows it inside out, sending press releases to the relevant computer magazines and making sure as many journalists as possible get to see it.

To achieve that she travels to places as far apart as Macclesfield and Munich, organises press launches and keeps in touch with everybody over the phone. Danielle's also the person who deals with TV researchers when they want to feature something like Moonwalker, say, on Channel 4.

THE END

So now you know. It's not the whole story – you'd need a whole magazine if you wanted to mention every single detail – but it gives you the picture. As for Crackdown, the official release date is April, so if you fancy yourself as a bit of an Andy Attacker you shouldn't have too long to wait.

THE SEXY, SLEEK AND CURVY SURVEY?



And so it came to pass that a survey was to be carried out. Every man, woman, child and Martian called Nigel were to fill in a sheet of questions related to themselves and send it in to the 'headquarters' so that the magazine that they read could get even better (if this was indeed possible)!

As an incentive the so-called leaders of the land offered many prizes for the surveys pulled out of the proverbial hat.

The first entry drawn would win £100 worth of games software. Five second prize winners would receive funky YC binders to keep their favourite organ in.

Thankfully the masses replied in their droves and the enigmatic Rik did skip merrily and gaily into the sunset wearing but a pair of boxer shorts and a large grin!

SECTION A (PERSONAL)

1. Are you?
Male ☐ Female ☐

2. How old are you?
Under 10 ☐ 11-13 ☐ 14 ☐ 15 ☐
16 ☐ 17 ☐ 18 ☐ 19 ☐ 20-22 ☐
23-25 ☐ 26 ☐ 30 ☐ Over 30 ☐

3. Current state of employment?
At School ☐
At College/University ☐
Working Full-Time ☐
Working Part-Time ☐
Unemployed ☐

3a. If you are working, what is your occupation?
....
....

3b. What is your weekly income?
£5 or less ☐ £6-£10 ☐
£11-£30 ☐ £31-£100 ☐
£101-£300 ☐ £301+ ☐

4. What is your favourite type of underwear?
Boxer Shorts ☐ Y-Fronts ☐
Kinky Lace Knicks ☐ Briefs ☐
Thongs ☐
I Don't Wear Any ☐
Other (Please do not specify for fear of the vice squad!)

5. Do you like spam?
Yes ☐ No ☐

SECTION B (HARDWARE)

1. Do you own any other computers apart from the C64/C128?
Spectrum ☐
Amstrad CPC ☐
Atari ST ☐
Amiga ☐
Games Console ☐
Other (Please specify):
....
....

2. Do you plan to buy a new computer in the next 12 months?
Yes ☐ No ☐

2a. If yes, which one?
Spectrum ☐
Amstrad CPC ☐
Atari ST ☐
Amiga ☐
Games Console ☐
Other (Please specify):
....
....

3. Do you own a disk drive?
Yes ☐ No ☐

4. Do you own a monitor?
Yes ☐ No ☐

5. Do you own a C64 or C128?
C64 ☐ C128 ☐

SECTION C (SOFTWARE)

1. How many spondoolics do you spend on games in an average month?
Less than £10 ☐ £11-25 ☐
£26-50 ☐ £51+ ☐

2. How much cash to you expect to spend on games over the next 12 months (per month)?
Less than £10 ☐ £11-£25 ☐
£26-£50 ☐ £51-£75 ☐ £76+ ☐

3. When buying a game do you pay most attention to:
- Price ☐
- YC Reviews ☐
- Other Magazine Reviews ☐
- Advertisements ☐
- Packaging ☐

4. What type of computer games to you play?
- Shoot-em-ups ☐
- Arcade Conversions ☐
- Sports Simulations ☐
- Strategy/War Games ☐
- Flight Sims ☐
- Adventures ☐
- Other (please specify):

....

5. When playing a game, what are you most interested in?
- Funky Graphics ☐
- Serious Sonics ☐
- Great Gameplay ☐
- Arresting Addictiveness ☐
- Number of Levels ☐
- High Scores ☐

6. What are the three funkiest C64 games you have ever played?

i) ....

ii) ....

iii) ....

7. Where do you usually buy your games?
- Specialist Computer Store ☐
- Chainstore (WH Smith, Boots, etc.) ☐
- Mail Order ☐

8. Which computer shows do you attend/plan to attend?
- The European Computer Trade Show ☐
- The European Computer Entertainment Show ☐
- Commodore Show ☐
- Computer Shopper Show ☐
- All-formats Computer Fair ☐
- Lifestyles 2000 ☐
- The AETI ☐

Other (Please specify): ....

SECTION D (MAGAZINES)

1. Do you still bother to read any other computer mags?
- Commodore Computing International ☐
- Commodore Disk User ☐
- Commodore User ☐
- Your Amiga ☐
- Ace ☐
- The Games Machine ☐
- Computer and Video Games ☐
- Popular Computing Weekly ☐
- New Computer Express ☐
- Other (Please specify):

2. Do you read any non-computer magazines?
- Fear ☐
- Games International ☐
- Games Review Monthly ☐
- GM ☐
- White Dwarf ☐
- 2000AD ☐
- Crisis ☐
- Deadline ☐
- Viz ☐
- Brain Damage ☐
- Eagle ☐
- Smash Hits ☐
- The Face ☐
- Sky ☐
- Q ☐
- 20/20 ☐
- Empire ☐
- Film Monthly ☐
- Video Today ☐
- Pig Farmers Weekly ☐

3. Although YC is completely funky, some bits are real stiffy quality.

On a scale of 1-5 (1 = OK, but not brill; 3 =well crucial, 5 = so wicked, it's out of this world), how do you rate the following regular columns?
- But First This ☐
- Date ☐
- On The Tape ☐
- Bargain Bucket ☐
- Post Apocalypse ☐
- Neon Zone ☐
- Flim 90 ☐
- Tech Tips ☐
- Stick Up ☐
- Fishy Tales ☐
- Forward March ☐
- Jet Set Rigby ☐
- Hackatak ☐
- Flamehead ☐

3a. How do you rate the following (using the same score system)?
- Reviews ☐
- Features ☐
- Compos ☐
- Posters ☐
- Cassette ☐
- Covers ☐
- Company Profiles ☐
- Interviews ☐

4. Does anyone else read your copy of YC?

Yes ☐ No ☐

4a. If yes, how many?

1 Other ☐ 2 ☐ 3 ☐ 4+ ☐

5. Which of the following do you/would you, object to seeing in YC?
- Arcades ☐
- Films ☐
- Comics ☐
- Role Playing Games (Tabletop) ☐
- PBM ☐
- Live Role Playing ☐
- Music ☐

6. Do you have any probs getting hold of this organ?

Yes ☐ No ☐

7. Why do you buy YC?
- Cassette ☐
- Magazine ☐
- Both ☐
- Rik's Hairstyle ☐

8. What would you like to see on future cassettes?
- More Wicked Games ☐
- Playable Demos ☐
- Graphics/Musical Demos ☐

10. Is there any way in which you would improve YC?

Yes ☐ No ☐

10a. If yes, how?

....

....

....

....

....

....

....

Now photocopy (or snip away at...) this page and send it (before May 31st) to: Cor, What a Big Poll you have, YC, Argus House, Boundary Way, Hemel Hempstead, HP1 7ST.

Name...

Address ....

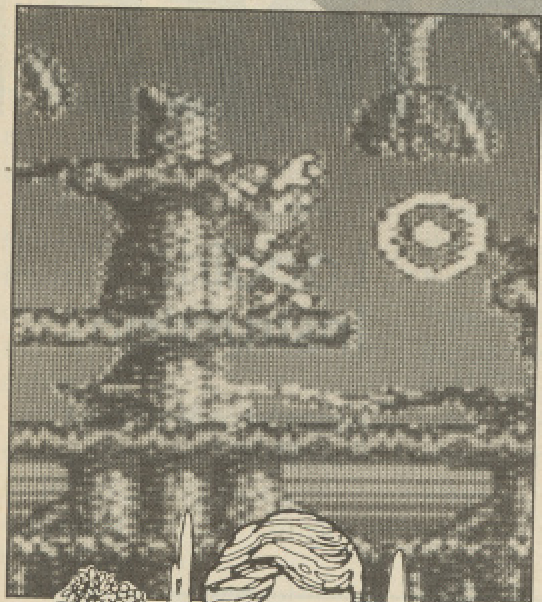
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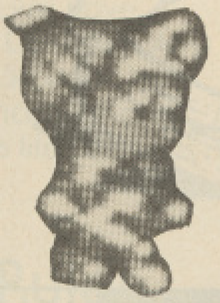
....

(You do not have to fill this in, but it helps to know to whom we are sending our goodies!)



NEXT MONTH IN YC





FLIMBO'S QUEST

The first EXCLUSIVE review of theSystem 3's premier solo release! Plus a playable demo on the tape so that you can see how stonking it really is!



YOU'RE GOING HOME IN AN ORGANISED FOOTBALL COACH!

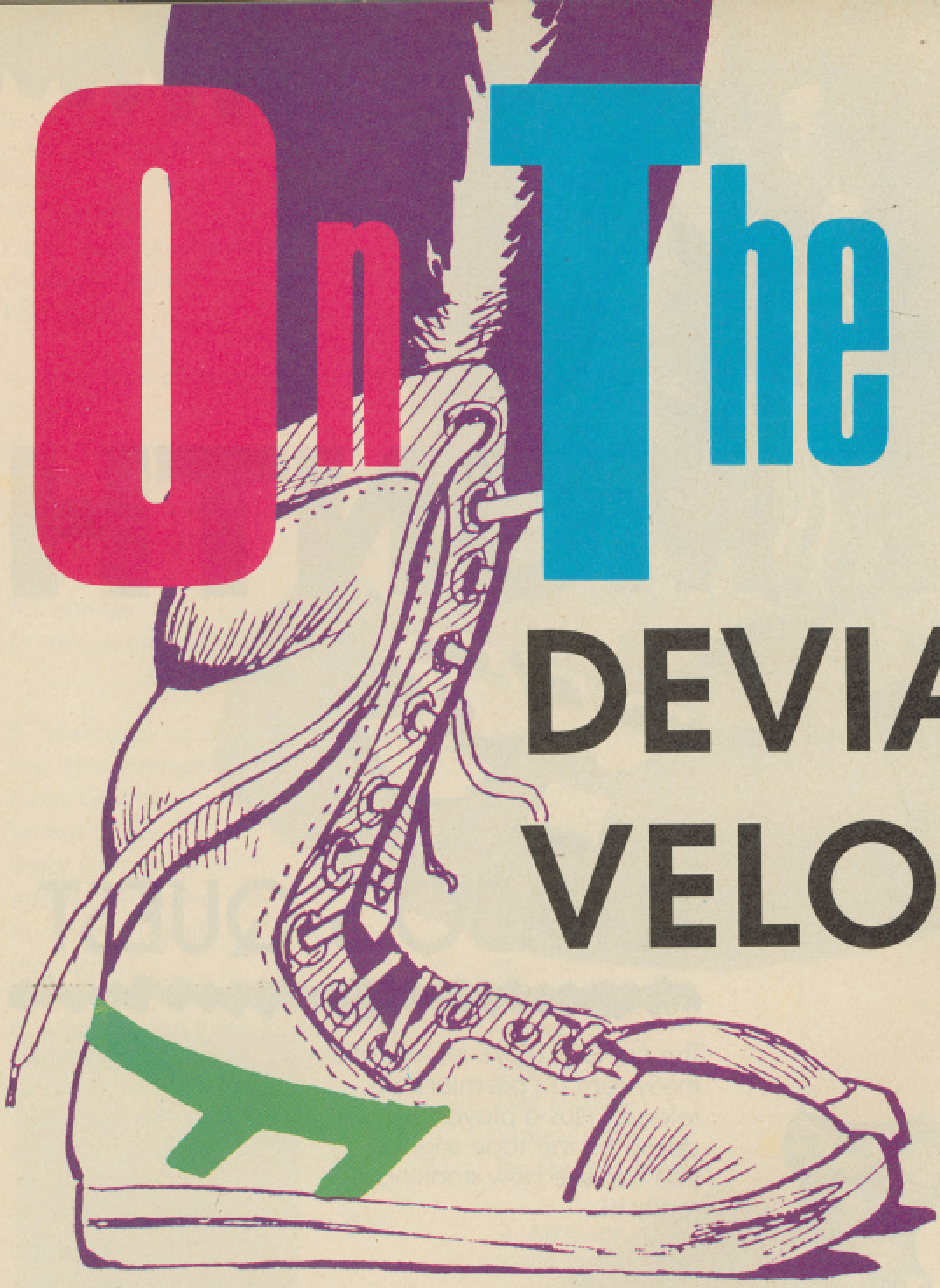
[illegible] Cup comes to YC with gusto!! A [illegible] pull-out supplement in the middle of the mag promises reviews, previews, news and compos all based upon this countries favourite sport [illegible]!!!

ALSO:

- More stiffy games on the tape!
- Tons of fabby reviews!
- Compos beyond belief!

And a new hints and tips section so wicked that it would probably poke the eyes out of your neighbours cat!

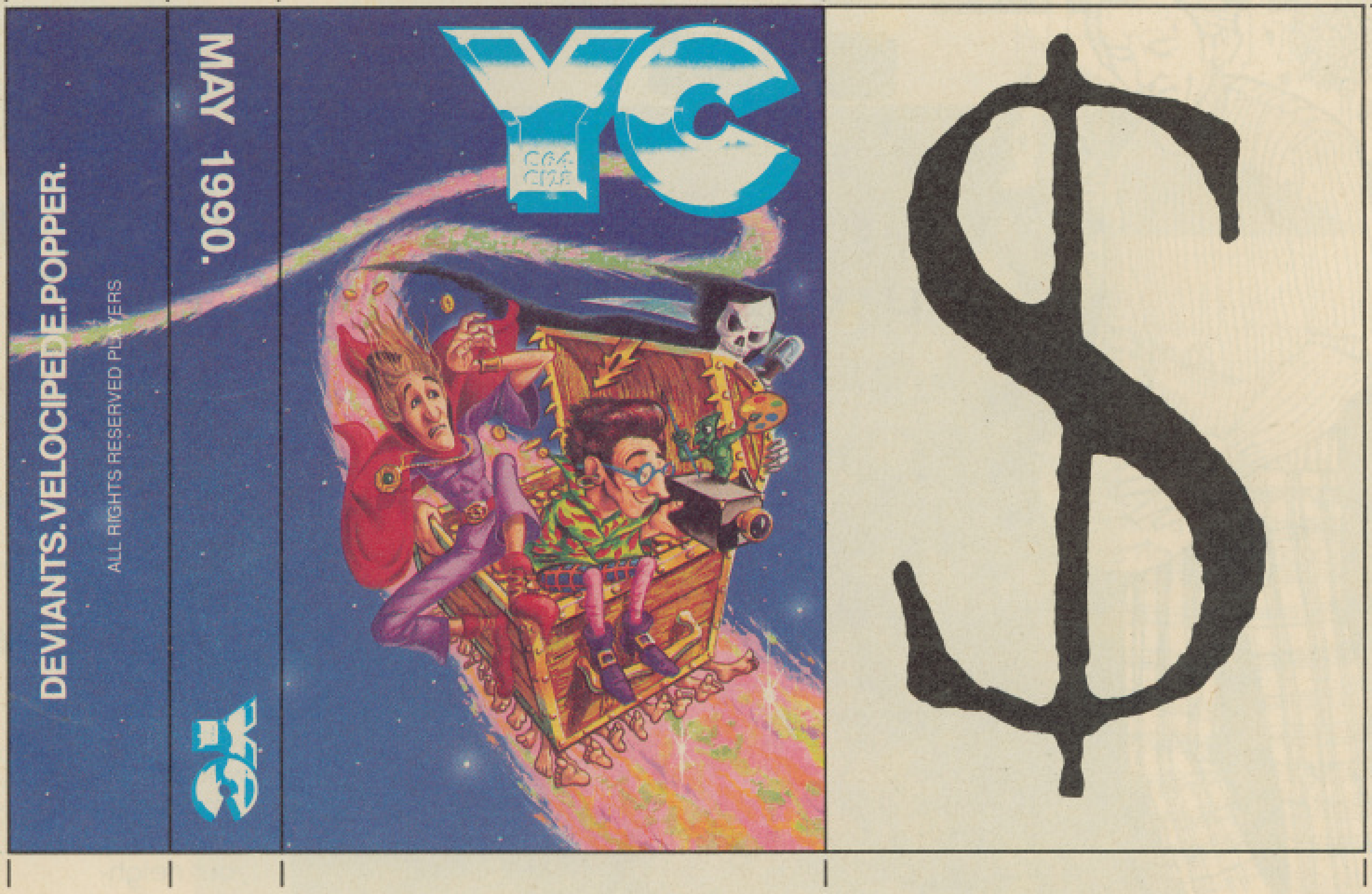
On The Tape



DEVIANTS & VELOCIPEDE

Loading Instructions

Hold down SHIFT and tap RUN/STOP



The history

In AD 5150 the search began to find other worlds for human colonisation. Eventually a small planet named Krauze was selected.

The Earth-like surface of the new world was littered with the crumbling evidence of a long dead race: Ruined cities, giant monuments and fragmented records were all that remained of the savage, brutal semi-human creatures. A Race of Deviants...

100,000 years before, the Deviants had conquered their neighbouring planets, but the Deviant warlords were hungry for power and a bloody civil war erupted. This almost wiped out the race, only a handful escaped.

Recently the colony has been under attack from a source tracked down to be one of the star system's many asteroids.

The deviants had awakened and were rapidly turning their asteroids into a massive battle station.

A crack squad of 'Starwarrior' commandos were dispatched to destroy the Deviant's base. They managed to plant a number of nuclear explosive devices, but failed to prime the timing mechanisms.

As the last Starwarrior, you must complete the mission and uphold the honour of your fallen comrades.

Controls

Joystick in port 2

Loading Instructions

Hold down SHIFT press RUN/STOP and the game will load automatically.

The Story

Mr. Megafat lives half a mile from a beach and loves to go swimming in the summer holidays.

However, the road to the beach is usually occupied by hostile creatures going in the opposite direction.

That's no immediate problem for him, as he has invented a new sort of bicycle called "Velocipede S.T.A." (Simple to Assemble), which is equipped with a plasma cannon to blow the creatures to pieces, and powerful springs to make the bike jump. But nobody is perfect and it takes skill to get Mr. Kegafat to the beach without crashing into the creatures and losing a life. (Don't worry about the bike, it's easy to re-assemble). If you get to the beach, that's good, but the next time the creatures will have become DEADLIER AND NASTIER. So don't lose your concentration – Mr Megafat's life depends on you!

The Rules

Before playing, the player can choose the speed, lives, level and volume. Speed 1 is slow, 2 is medium and 3 is fast. Lives could be set to a maximum of 9. There are 5 levels and the player can start on the first four. Volume controls the game tune and sound effects.

While playing, the player can move back and forth across the screen, jump (joystick up) and fire (fire button).

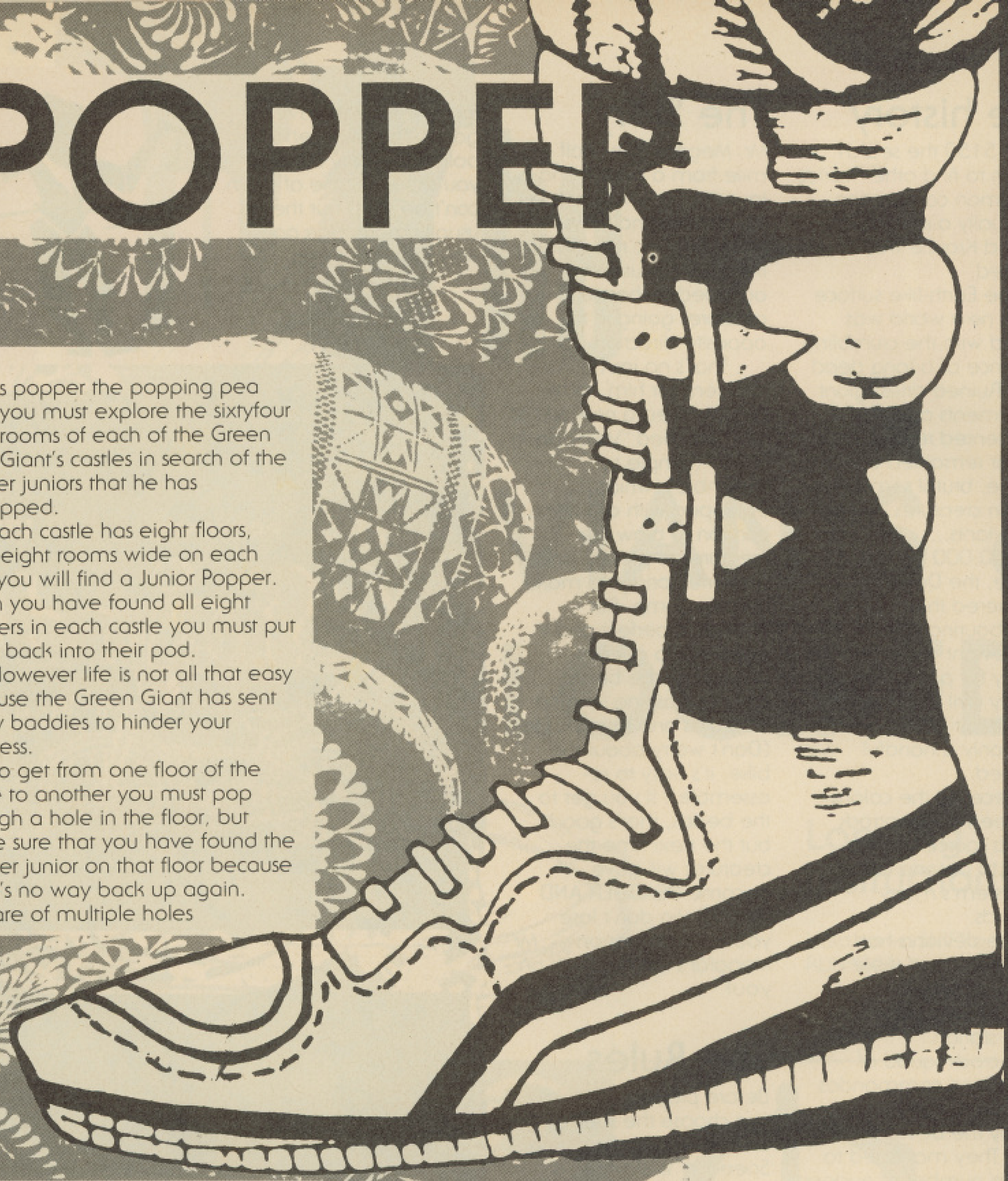
The counter, a yellow stripe in the middle of the screen, will tell you how much longer you'll have to go. When you have crashed, or when you have completed a level, you will get a bonus score for how far you have gone. You also get 100 points for every creature you shoot, (some of them can't be shot) but there's usually more than one way to avoid them...







POPPER



As popper the popping pea you must explore the sixtyfour rooms of each of the Green Giant's castles in search of the Popper juniors that he has kidnapped.

Each castle has eight floors, each eight rooms wide on each floor you will find a Junior Popper. When you have found all eight Poppers in each castle you must put them back into their pod.

However life is not all that easy because the Green Giant has sent many baddies to hinder your progress.

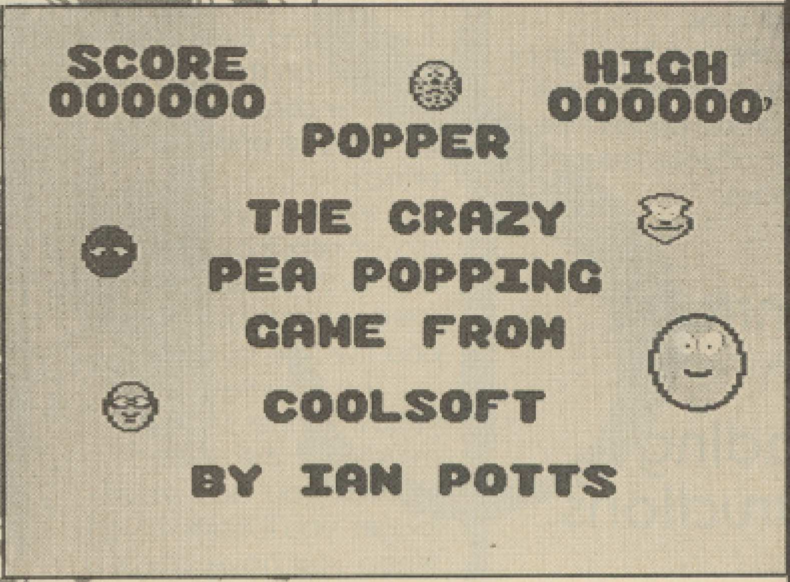
To get from one floor of the castle to another you must pop through a hole in the floor, but make sure that you have found the Popper junior on that floor because there's no way back up again. Beware of multiple holes positioned beneath each other because you will be unable to find all the Popper juniors and put them in their pod.

When you get all the Poppers in the pod go on to the next castle to rescue even more poppers from the clutches of the Green Giant.

Controls for Play

To move Poppers about the castle use a joystick in Port 2. Press fire to start a game and push left and right to guide Popper.

To load Popper, press Shift and Run/Stop and press PLAY on the tape deck. The game will load and run automatically.

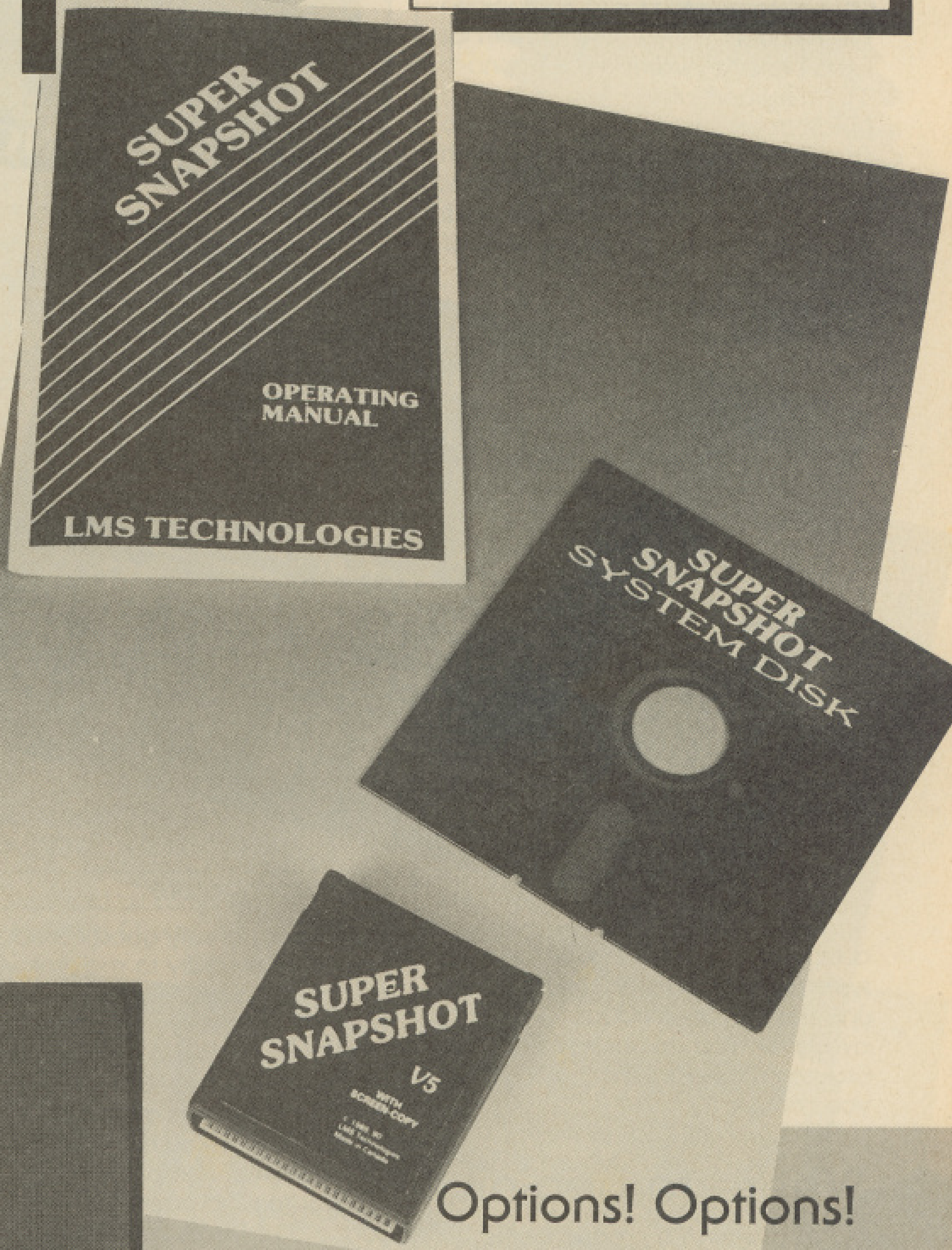


SUPER SNAPSHOT V5

Supplier: F.S.S.L. Ltd
Price: £34.95

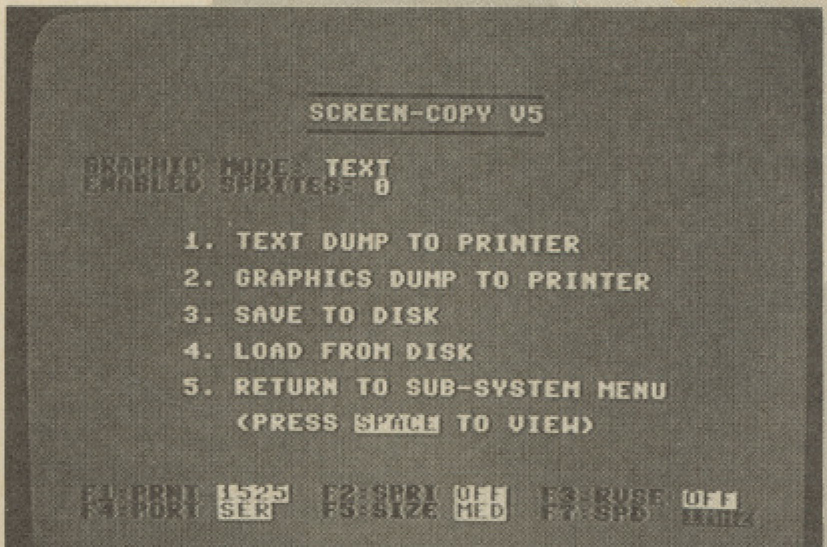
Whether you are an Expert or simply like Action Replays, this Canadian product is something to think about

By S. Wickham



Home computers are like the motor car. Every so often a new model is released and everyone wants one. Initially there are numerous design and operating faults, but as time goes on these get sorted out and everyone is happy. Your basic model, once established, then starts getting refinements. First you may get reclining seats, followed by head restraints and metallic paint jobs. Next comes cruise control and coded ignition.

The home computer is the same. The basic model is released and as time goes by, more and more features are added. This is particularly true of extra addons and software support. The one extra that nearly everyone buys is the good old cartridge. Super Snapshot V5 is one such piece of technological wizardry.

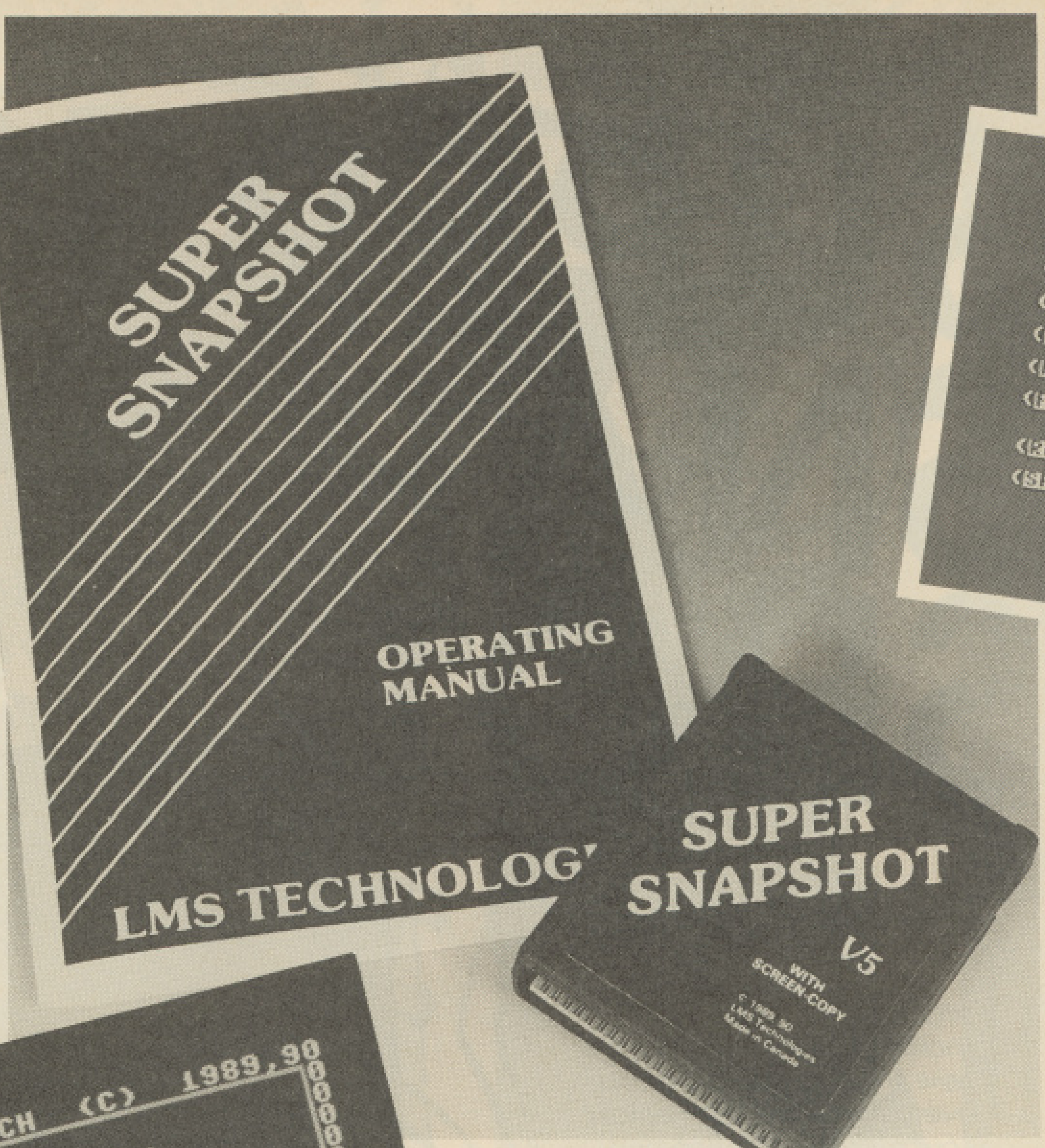


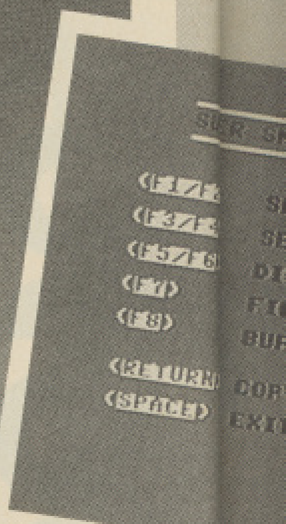
Options! Options!

So just exactly what can this cartridge do? What are the features that make it so special. Does it match up to the current market of available cartridges. If the number of options is anything to go by,

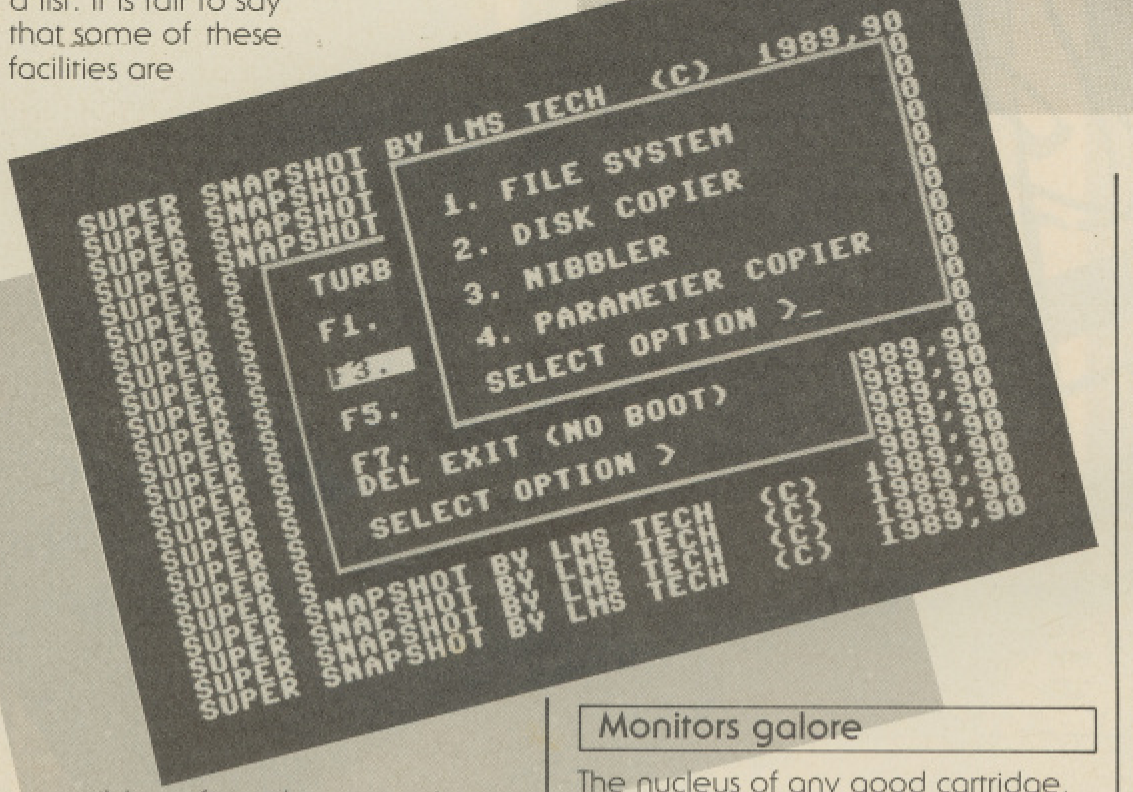
then Super Snapshot V5 must surely be the ultimate. Just take a look at this list of facilities:

- Disk Copier(s)
- File Copier
- Parameter Copies
- DOS Support
- Boot Sector Support
- Turbo DOS
- Screen Copy (with Sprites)
- Games Monitor
- Machine Code Monitor
- Track and Sector Editor
- Drive Monitor
- Video RAM Monitor
- REU Monitor
- Sound Sample Monitor
- Character Set Monitor
- File Reader
- Extra Basic Keywords
- 1571 Support
- BBS Support
- Cartridge RAM Expansion





Even the most sceptical amongst us has to agree that this is one heck of a list. It is fair to say that some of these facilities are accessible from the supporting system disk. However, unlike the other products available, you do not have to program Super Snapshot V5 before you can use it.



Where to begin?

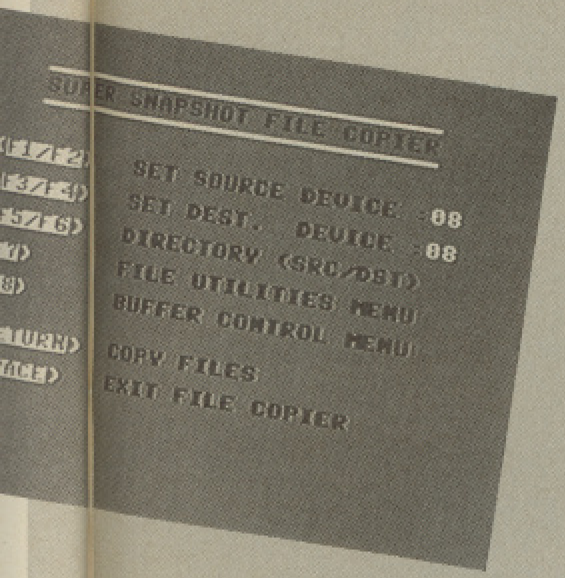
When assessing a product of this calibre, it is difficult to know just where to begin. You want to show all the capabilities, yet space prevents this. I have therefore selected what is, in my opinion, the more important aspects of the cartridge.

Monitors galore

The nucleus of any good cartridge, has to be its ability to monitor what is happening inside the computer's memory. Not only to monitor it, but to alter and amend it as you so desire. To this end Super Snapshot V5 must be streets ahead of anything else. You have a Monitor for Code, Monitor for Sprites, Monitor for Characters, Monitor for Sound. The Drives internal memory can be Monitored as can the REU (Ram Expansion Unit) and Video RAM.

I have to confess that my favourite option has always been the M/L Monitor, no matter what utility or cartridge I am using. The built in, transparent monitor on the cartridge is excellent. Teaching machine code is not the intention of the review, therefore I will not attempt it. Suffice to say that if you examine the following table you will be impressed by the commands available to you.

M/L Monitor Commands	
A	Assemble Code
BR	Set break point
C	Compare Memory
D	Disassemble Memory (Sadly lacking on my Dolphin DOS)
F	Fill Memory
G	Go (to and execute)
H	Hunt through memory (Hex, Dec or ASCII)
I	Interpret Memory
IO	Display I/O Registers
L	Load File
M	Display Memory
O	Output (Screen, Drive or Printer)
R	Display Registers
S	Save File
SP	Disable Sprite Collision
SPB	Disable Sprite to Background Collision
SPS	Disable Sprite to Sprite Collision
T	Transfer Memory
X	Exit the Monitor



	(The way you entered)
XB	Exit to Basic (No matter how you entered monitor)
XM	Exit the Sub-Menu System
:	Modify memory
;	Modify Registers
,	Modify Disassembly
#	Hex to Decimal Conversion
#+	Decimal to Hex Conversion
+-	Enable Decimal Entry
$	Disk Directory
*I/O	Modify
@	Read Error Channel
@#n	Set Device Default
*Rn	Sets Bank in REU
*V	Accesses the C128 Video RAM

The Drive Monitor is essentially the same as the above. All one needs to do to access it is to put a *n (where 'n' signifies device number) in front of the command. The drive monitor is obviously very useful for transferring the contents of the buffers into the computer's memory, where you can examine, modify and then replace them back into the drive's memory.

Graphically Speaking

Sprite designing, like Character designing has always been a laboriously long job, even for those of us that think we are OK at it. No matter how proficient you are, there are no real quick methods. There are, however, ways of making the tasks a little easier. One of these is of course to 'pinch' someone else's ideas. (Don't forget, you cannot pinch the design and incorporate them in your own commercially available programs). The Sprite and Character Monitors come to your aid. With these facilities you can examine, modify, add-to and generally play around with any Sprite or Character you like. The on-screen representation of the creations you are working on, is clear and full of the necessary information.

Sounds Great!

What surely must be a first from LMS Technologies is the Sample Monitor. I have to admit that I haven't come across one before. I also have to admit that if there is one field of computer useage I fall down in, it's Sound and Music. I know absolutely nothing at all on the subject. So what exactly is the Sample Monitor.

A sound sample is a way of recording any sound as a series of numbers. It is the same method used in synthesisers and CDs. With the Sample Monitor you can capture these sounds and by using the PLAYER module on the system disk, you can incorporate them into your own programs.

The instructions in the manual make the job of capturing a sample, then saving it for later use in your own programs, relatively easy.

Picture This

One of the nicer facilities offered by Super Snapshot V5, is the ability to freeze a screen and save it out to disk as a picture file. Various formats are catered for here including Koala, Run Hires, Doodle, Blazing Paddles.

Another good feature is that you can also save the sprites. Once you have the screen you desire in memory, you simply press the button on the cartridge and you enter a sub-menu. The screen type is displayed which includes one of five types:

Standard bit mapped.
Standard Character.
Multi colour bit mapped.
Multi colour text or just text.

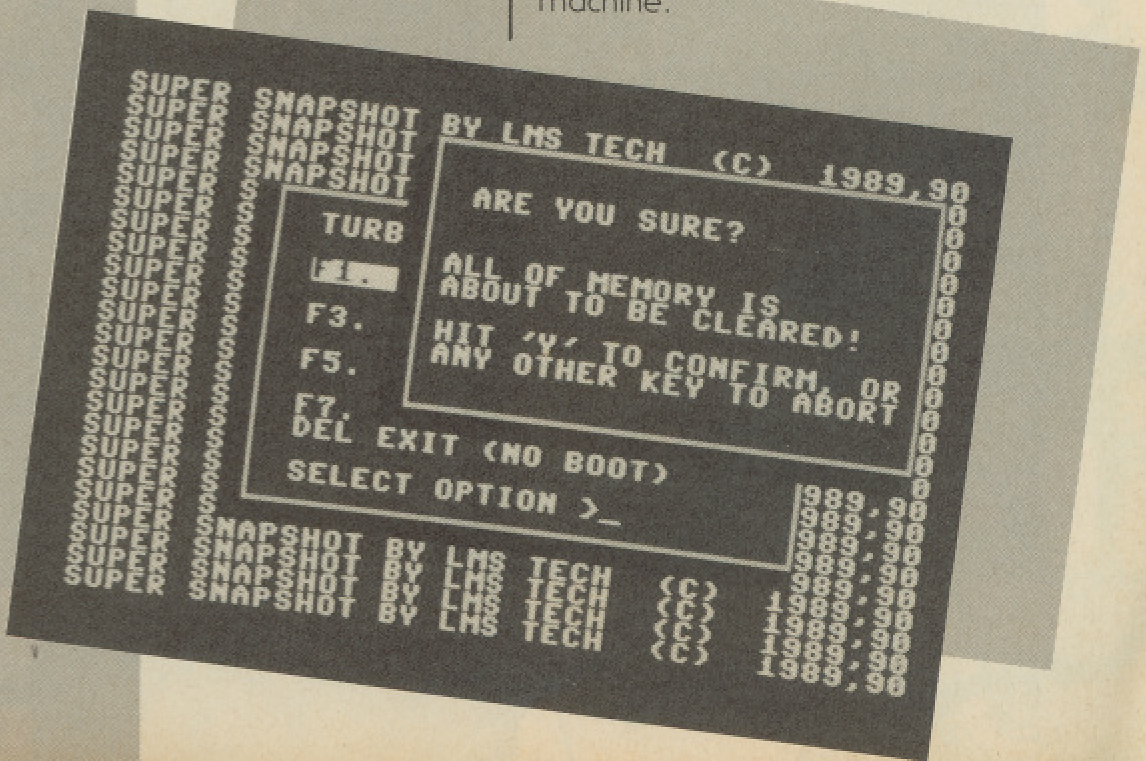
A large variety of printers are catered for in the dumps, including a few of the more popular colour printers. As an exercise into the possibilities this feature offers, I tried the following;

I loaded one of my games into memory. I saved out the screen in question, including the sprites. I then ran the saved picture through a convertor program, which saved out an Amiga IFF file. The sprites I then loaded into Dpaint III and converted them to brushes. From here I completely redesigned the original screen and repositioned the sprites. Finally, I resaved the changed screen and converted it back to a C64 picture file. I then obtained a colour print out of my modified screen. All in all, a very satisfactory and rewarding aspect of this cartridge.

Round up Time

A lot of you will be disappointed that I haven't mentioned the Copiers, Nibblers, Parameter Utilities and Back-up programs available. The question of the morality and ethics of these options is one which will always be strongly debated upon. Suffice to say that if you do want to make PERSONAL backups, then the facilities offered by Super Snapshot V5 are excellent.

In conclusion, I will say this. If you are thinking of buying a Cartridge to update your collection, or if you want to buy one for the first time, then Super Snapshot V5 offers excellent value for money. I would go so far as to say that if a C128 switching facility had been incorporated, similar to the Warp25, then you would never need to remove this cartridge from the back of your machine.



FLAME ON

Stuart Green, comic supremo, reviews the comics around that redefine the common market!

Viddy well brothers; Flame On this month comes courtesy of a Sunday evening hangover, down in the mouth because we couldn't get tickets for the National Theatre's production of A Clockwork Orange.

But what's that got to do with comics? Well, nothing except the fact that Alex and his droogs still keep popping up as minor villains in American comics, adding a spurious and twenty years out of date street cred to their comics. (I can only assume British writers are too smart, or still too embarrassed at teenage memories of wearing white boiler suits, bowler hats and attitudes of ultra violence to use them.)

For the proper, 'gritty, realistic' stuff, American comics are relying on a growing cast of British writers. First to follow Alan Moore with his own regular title was Jamie Dleano. He was given John Constantine, the Christ like figure from Swamp Thing. The resulting title, *Hellblazer*, is modern horror set firmly in what Delano sees as the terror of The Thatcher Decade.

There have been some great villains in this, The Yuppies From Hell; the three skinheads who are melted together by a passing demon. And some great supporting characters; my favourites being those from the harassed and now illegal Peace Convoy. (Yes folks, it is now illegal to travel in a convoy of more than six vehicles in this country.)

Neil Gaiman's *Sandman* (DC), takes a similar route to the chills and thrills, except his targets are taken more from the nightmares of present day America. The latest story has Sandman in the middle of a convention of serial killers – that is killers who drive from state to state committing murder, usually young women and children, without any other motive other than the fact they enjoy it. A particularly vile type, unique to the good 'ol USA.

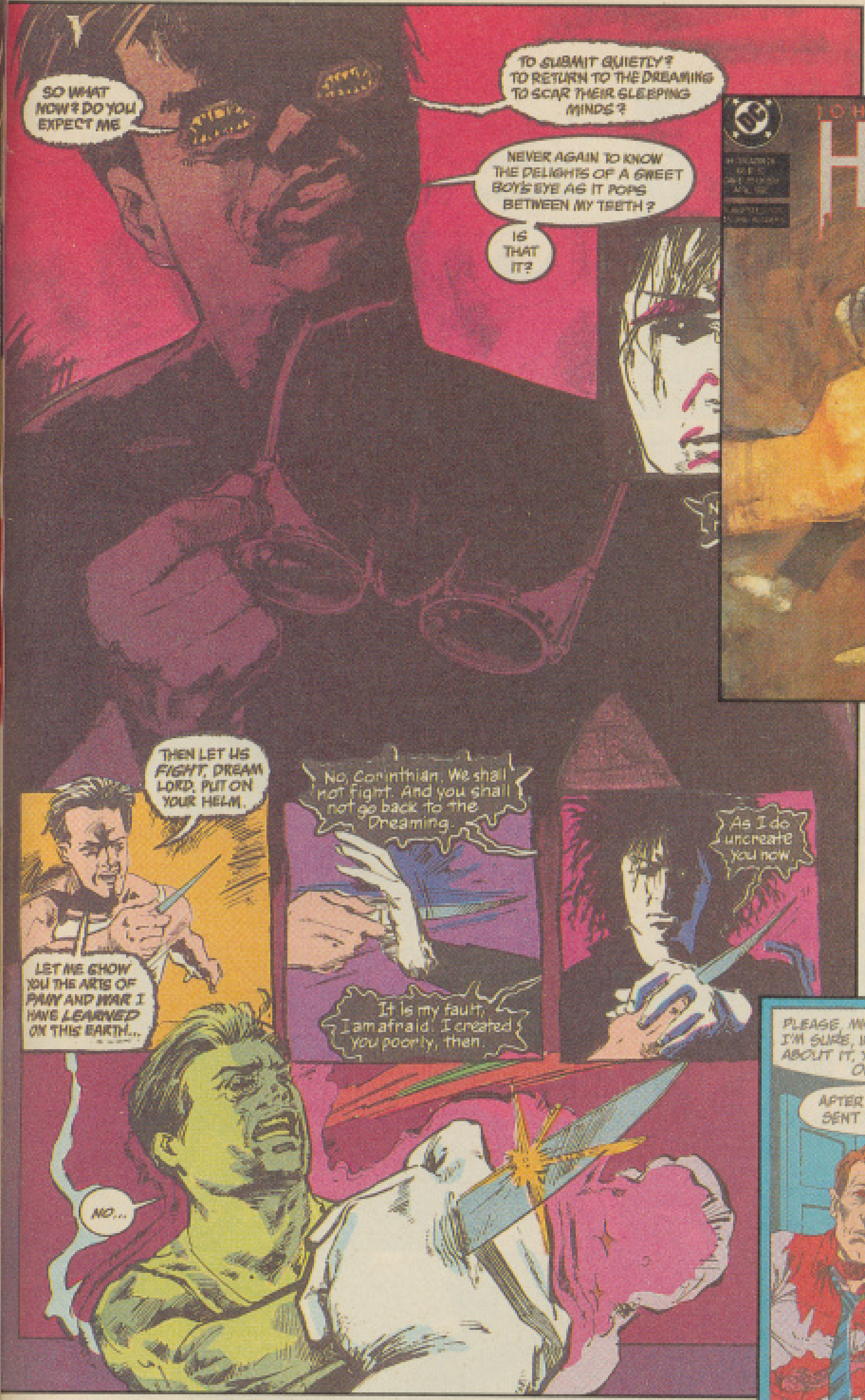
The American Dream needs a Prince to preserve it in its sanctity, and the Sandman is it. He looks like a cross between Andrew Eldritch from The Sisters of Mercy (he made a guest appearance in *2000 AD* recently) and any other Keith Richards look alikes you care to mention. He makes it safe to dream again. He dresses in black, he is the coolest thing in mainstream comics. Or at least he is selling. The Speakeasy charts,



Morrison, Truog & Hazlewood



▲ Doom Patrol – a milestone in the conventional super hero genre. Morrison has taken the book by the scruff of its neck and reworked it into a masterpiece!



▲ Sandman – Superb spooky stuff!



▲ The covers of Hellblazer are beautifully painted, honest!

have the comic climbing nearer and nearer the coveted no.1 slot with every passing month. I at least am willing to place money on Sandman hitting the top five before the end of the year. (Dave, you listening')

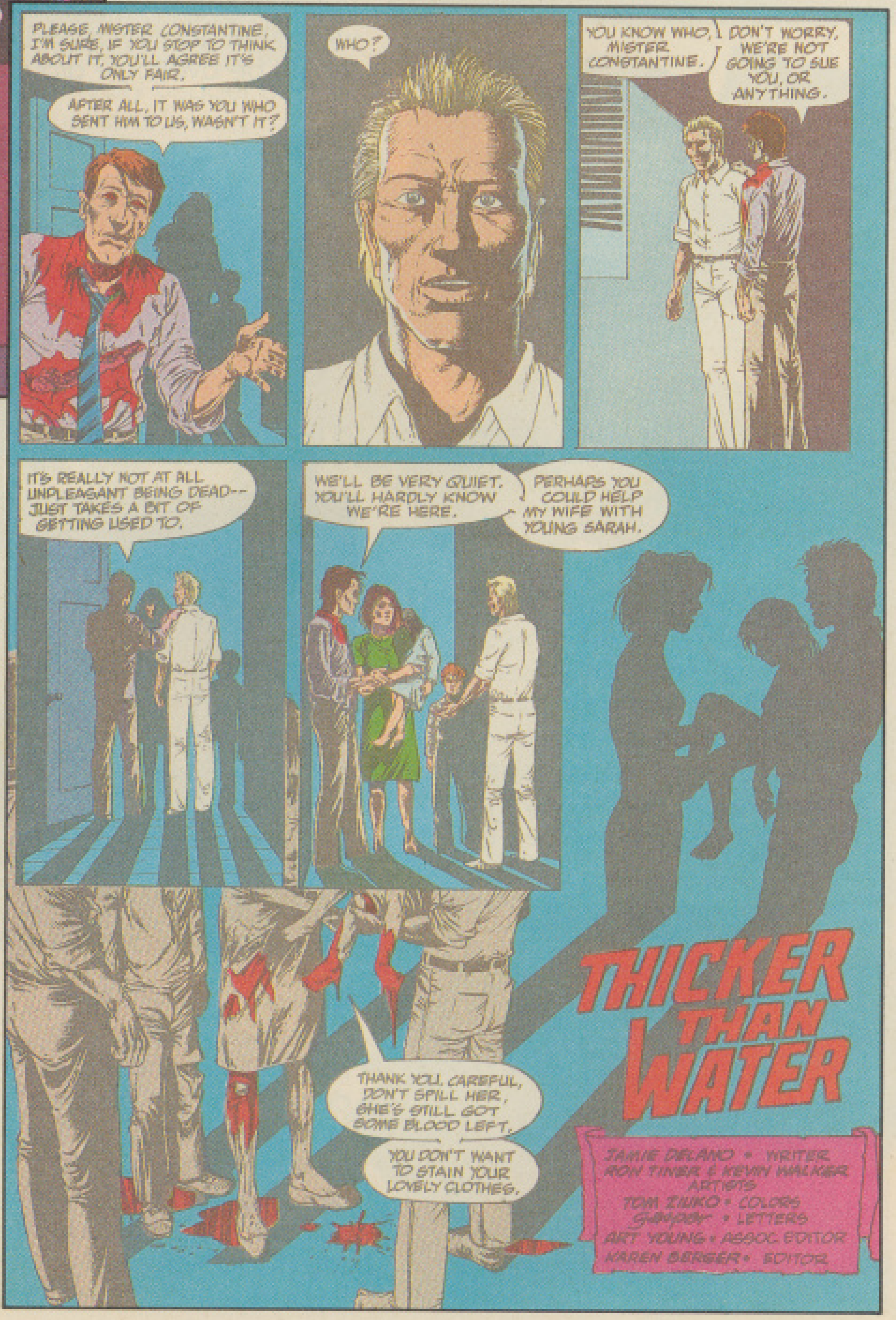
Grant Morrison who along with Dave McKean, gave the world 'the biggest grossing comic book of all time' with Arkham Asylum, is scripting two regular DC titles, *Doom Patrol* and *Animal Man*. The Doom Patrol, a team of superheroes, were originally revived a couple of years ago to crashing public indifference and were about to be cancelled when Morrison said he'd have a go at them.

In a gesture that is typical of the writer of 2000 AD's Zenith, he had half of them killed in his first issue. Then he had them face a set of villains calling themselves The Brothers of Dada, a great Pop art joke that saw the brothers try and pervert the laws of science with art. Only a flight in to the irrational can save the universe!

Animal Man is more traditional superhero fare, he has the ability to absorb the powers of any known animal. A loving, family man who fights for Animal rights and green issues. After fifteen episodes, Morrison kills off the entire family. The subsequent revenge being played out is both shocking and powerful.

All that without mentioning that B*t*m*n's currently being scripted throughout its record breaking run by 2000AD veteran Alan Grant.

All comics supplied by Forbidden Planet, New Oxford Street, London.



▲ Hellblazer – A truly frightening comic with more chills than a frozen sausage!

TOY FAIR TR

Jeffrey Davy, the Plonker in the hat, reports with a whoop and a doo and a skiddly bomp!

"We are delighted to welcome you to the 37th British International Toy and Hobby Fair at Earls Court" says the Press statement from Richard Allen, the chair of the British Toy and Hobby Association. 25,300 square metres, with 489 exhibitors from 53 countries displaying this (and next) year's new toys? It was a dream come true for visitors of all ages.

Better still, there was a free lunch for the Press and, being the thorough person that I am, I was forced to check it out along with several glasses of white wine (service courtesy of Manuel Garcia, the kindest wine-waiter you could ever meet). Suitably fortified, I, (and a number of colleagues dedicated to the pursuit of truth... and free drinks) tackled the show and bring you, the reader, the highlights.

PR person, hippo and duckling

Ach! The perils of alcohol! After shaking my head a few times I realised that I really could see a giant hippo. The Slumberland bed hippo (from the advert) was at the Toy Fair with its co-star, that little yellow duckling. Quite why I don't know but it certainly worried me for a while!

Power Glove (2) – one fingers and one punching

You all remember the Console Revolution, don't you? Everyone was meant to ditch their computers and go for Segas. It never happened and, looking at the publicity blurb which tells us that Matt Goss, Ian Botham and Paul McCartney all like playing with their Nintendos, is it any wonder why?

Now, though, there's something to be interested about. The "Power Glove" allows people with Nintendos (and with some shrewd licensing and wheeler-dealing why not people with 64s?) to use their hand (in a glove) to guide their characters.

With their "Mike Tyson's Punch-Out" game you could, like, reeeally punch. Apparently it works with other games as well and should be available around



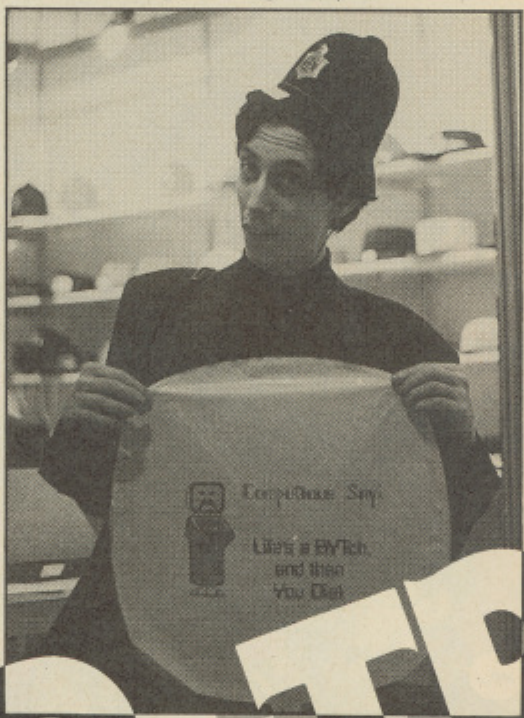
Summer. Still, you lot don't own Nintendos, do you?

For the sake of good taste and decency, I didn't visit the Singing Machine stand which was showing their new Karoake product (sing-along top pop tunes played without vocals). Remember kids, say NO to Karaoke!

If you'd seen some of what the Toy Industry was about to unleash you'd bury your heads in your hands. Stick with the 64, I say!

JD, PC's hat and balloon shot

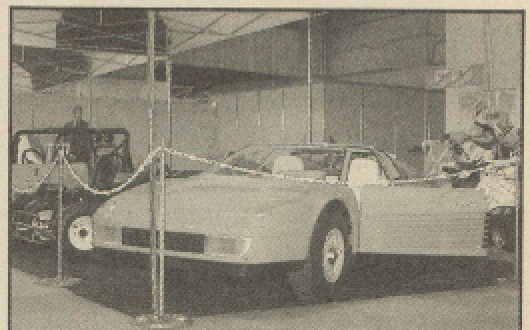
Not only did this stand have some of the funkiest hats around but, after flicking through a pile of



deflated helium balloons, the stand-owner found something appropriate. So it was decided to kill two birds with one stone and model both of them in the same shot. Well wouldn't you?

Red Ferrari

Good morrow Jonathan, purchased a new automobile? Except these are not just for the rich, they're for



the *kids* of the rich. Apparently everything's to scale – and they go! That's where Sir Clive went wrong, if only the C5 had been a model Ferrari!

As I remember, the C5 was £400, one of the Ferraris would set you back £13,000 – you could buy *several* new *real* cars for that!

Edd the Duck shot/Matthew (a hired hand?) models Edd

Talk about celebs! Who should happen to be at the Toy Fair but Edd the Duck, well-known children's presenter (and duck). Errh, actually there were loads of them because "Golden Bear" toys plan to launch

RIBULATIONS



them in May around the country. Later on this year, you'll also be in for Edd costumes for your Edd puppets (flying jacket, hat and goggles, for example!).

It's difficult to say whether the most interesting thing on the stand was Edd or the bowl of courtesy Smarties.



Childrens Channel (presenters and camera team)

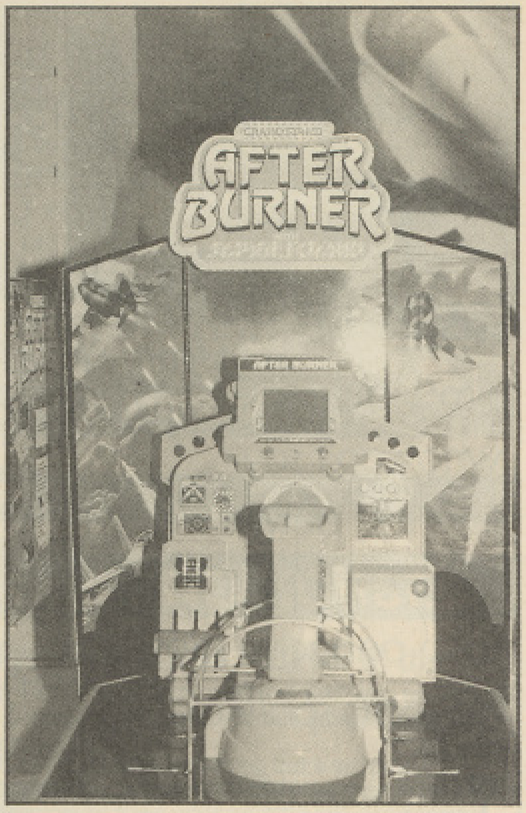
Some of Edd's competitors had set up a studio! Children's Channel, a recently relaunched satellite/cable channel were doing their afternoon kiddies show, "Roustabout", live. Sadly, this reporter was kept on the non-business side of the cameras.

Hand and Lynx

The Lynx is a meaty bugger but very easy to use and with a startlingly clear colour screen. You don't really notice how small it is. Unfortunately, the advert (running on a giant Lynx video screen) featured groups of all-American high school kids sitting in their school toilets and linking their Lynxs together whilst drawing challenges to each other. Bleurgh!

Out Run/ Afterburner games (LCD screens) – supersound!

From one Ferrari to another... and "Out Run" – the LCD game. Along



with "Afterburner" (with Supersound – who thinks they're going to do it, readers? No, me neither – give me a home computer any day.



FLIM '90

Jim Bluck, the man who can't say f..., f... , f..., delves into Hollywood with such panache that his socks sparkle!

The biggest of this month's big screen box-office blockbusters is bound to be bouncing baby bonanza 'Look Who's Talking', which boosts the flagging career of aging beau John Travolta. Remember that groovy white suit and dangling medallion in Saturday Night Fever? No, nor do I, it was a very long time ago. Anyway, this little comedy sees Kirstie Alley as a single mother, desperately searching for a suitable father for her new born sprog. The kid itself, who's voice is played by diminutive action man Bruce Willis, believes baby-sitter Travolta to be the ideal candidate but young Kirst's not so sure...

Another likely hit is Chicago Joe and the Showgirl starring young concerned Keifer Sutherland and Britain's best bimbette Emily Lloyd as a GI and a chorus girl, respectively, who go on a wild kill frenzy rampage in wartime London. Just when you thought it was safe being a taxi driver... Also, look out for the latest addition to the new bratpack hearthrob brigade Keanu Reeves in the naffly titled Bill and Ted's Excellent Adventure.

Hollywood at the moment seems to be content to relive past glories with a host of sequels about to go into production. Most promising of these looks to be DieHard 2, Die Harder, or possibly Another 48 Hours, which sees Eddie Murphy and Nick Nolte reunited with director Walter Hill for a reprise of their 1982 action hit. Other re-makes on the cards include, in numerical order, Young Guns II, Batmans II and III (being shot back to back a la Back to the Future), Aliens III, The Godfather III and, most depressing of all, Rocky V which is likely to feature big Sly's little boy Sage Stallone in a supporting role.



Wiggle those hips!

There's a lot of good vids due for release this month including two of the biggest box office smashes of the last year in Licence to Kill and When Harry Met Sally. Licence to Kill is Timothy Dalton's second outing in the role of 007 and this time our man is out to avenge his old mate Felix Leiter, who's undergone some pretty nasty treatment at the hands of some evil South American drug barons. Other than that it's the same old story with Mr Bond being shaken but not stirred while performing all sorts of extremely unlikely looking stunts. Pretty good fun all the same.



Wobble that bot!!

When Harry met Sally has Billy Crystal, who played Jodie in that great spoof series Soap, and the utterly wonderful Meg Ryan (a better looking Goldie Hawn for the nineties) as a thirty-something couple finally getting their rocks off after several years of thinking about it. Meg Ryan didn't, but should have got an Oscar nomination – especially for all those terribly convincing grunting and groaning sounds she performs over a cappuccino in a little coffee house.



Thrust that pelvis! It's Johnny!

Other video releases include New York Stories, featuring three short films directed by Woody Allen, Francis Coppola and Martin Scorcese and starring such luminaries as Nick Nolte and Rosanna Arquette. There's also the crop of drossy action and horror flicks all of which you can read about in that wonderful magazine Video Today. I think you should buy it – you know it makes sense.

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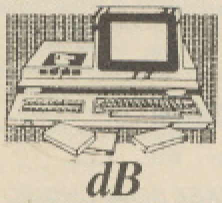
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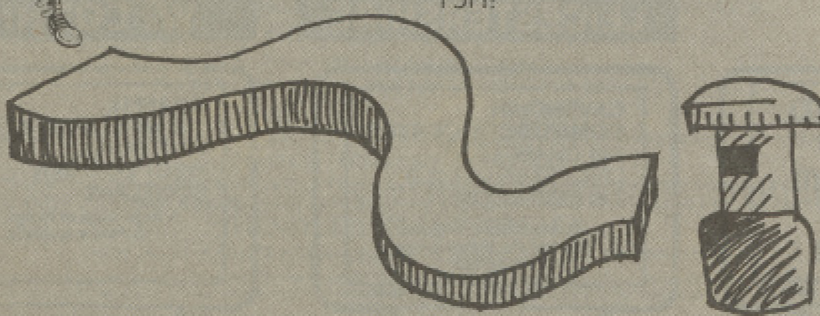


Gloop! I've gone puzzle mad me, whilst floating in my interstellar bowl, so here's a few teasers that I'd like to share with you…

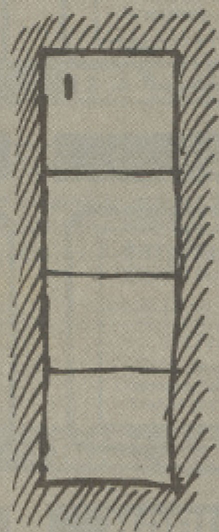
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A O N E R P S P P E A A O F B B B A G
N U Q H A T I M D N N Y T G G Y Y M O
D U C Q T N K A I I F F I G C C L S R
G D H E L A R H A G A P O L S O R L J
H Y Y L I G F C F S J L N O A H N K W
O T H S O H S E T A L E A J T A V J F
S Q E R D A K H N U R T U O O B R U T
T B T O S A O T Y F A N M V C R A S A
S E A C B N H H Y T T J I R R Y J L F
R G D T Y U H J K E L O O P R E V I L
```

Stick your entries in an envelope, bung on a stamp and whizz it to us at;

YC PURPLE WOBBLY PUZZLE WORD PAGE SEARCH,
YC MAGAZINE,
ARGUS HOUSE,
BOUNDARY WAY,
HEMEL HEMPSTEAD,
HJERTS. HP2 7ST.

First 5 correct entries will get some software of our choice.

Johnny has two apples, Billy has four, and Fred has six. Johnny gives Billy one of his apples and Fred the other. Billy gives Johnny two apples and Fred one. Fred gives Johnny one apple and Billy three. Mike comes along and takes all the apples, what does he get? Answer below!

What do you call a group of hip hop fish?
De la shoal!

ANSWER: A broken nose!

...it's dynamite!

POWER CARTRIDGE

FOR YOUR COMMODORE 64/128

"...unbelievable value for money" ZZAPP! Dec 89

* POWER TOOLKIT
* POWER MONITOR
* TAPE & DISK TURBO
* PRINTERTOOL
* POWER RESET
* TOTAL BACKUP

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YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT



POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDCAT	RENUMBER
AUDIO	HARDCOPY	REPEAT
COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

BLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
	M MEMORY	W WALK
F FILL	P PRINT	X EXIT
G GO	R REGISTER	$ DIRECTORY
H HUNT		DOS Commands

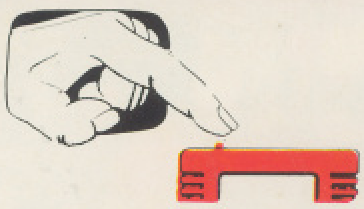
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distinguishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with many programmes.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

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